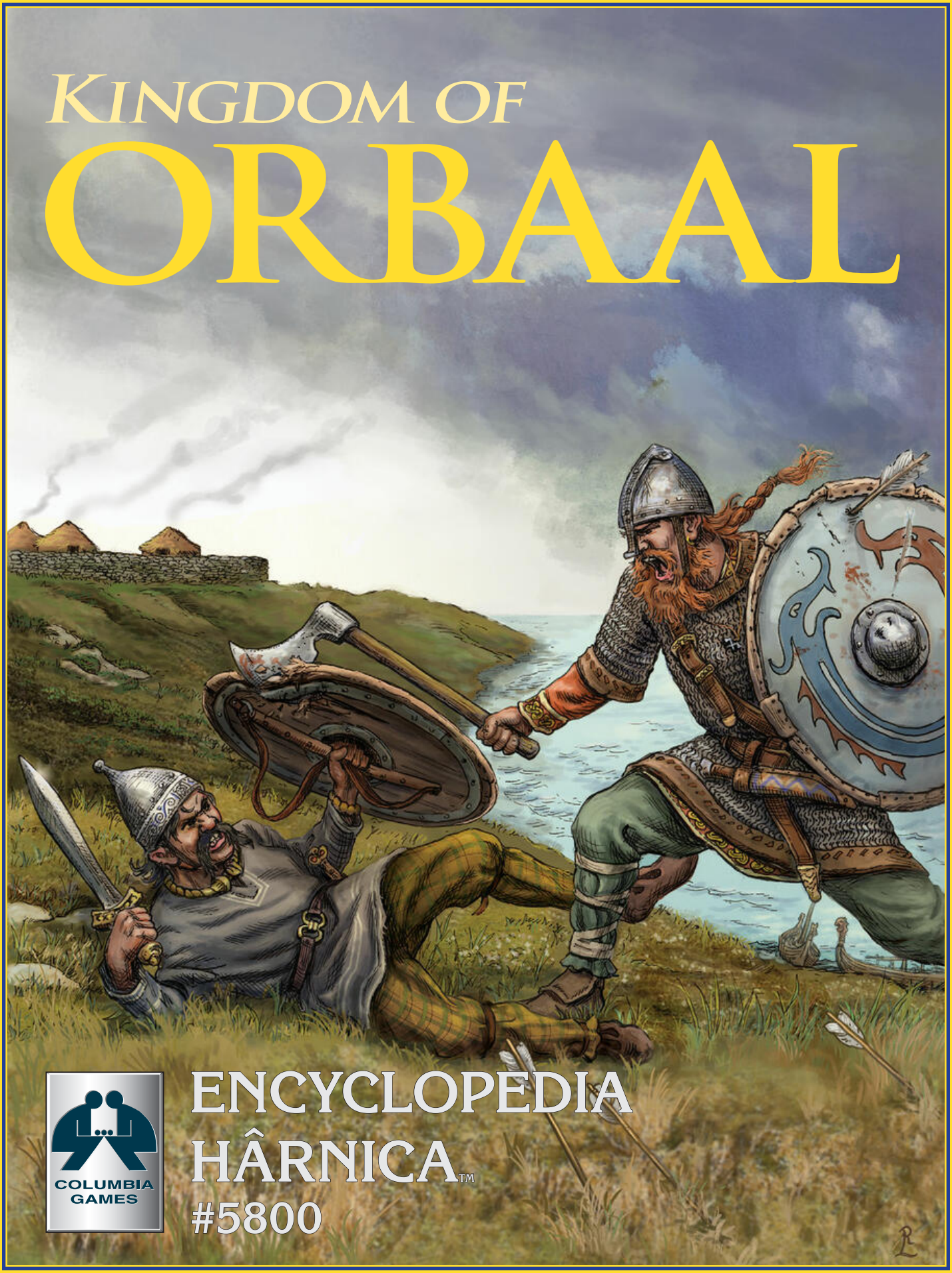
KINGDOM OF ORBAAL



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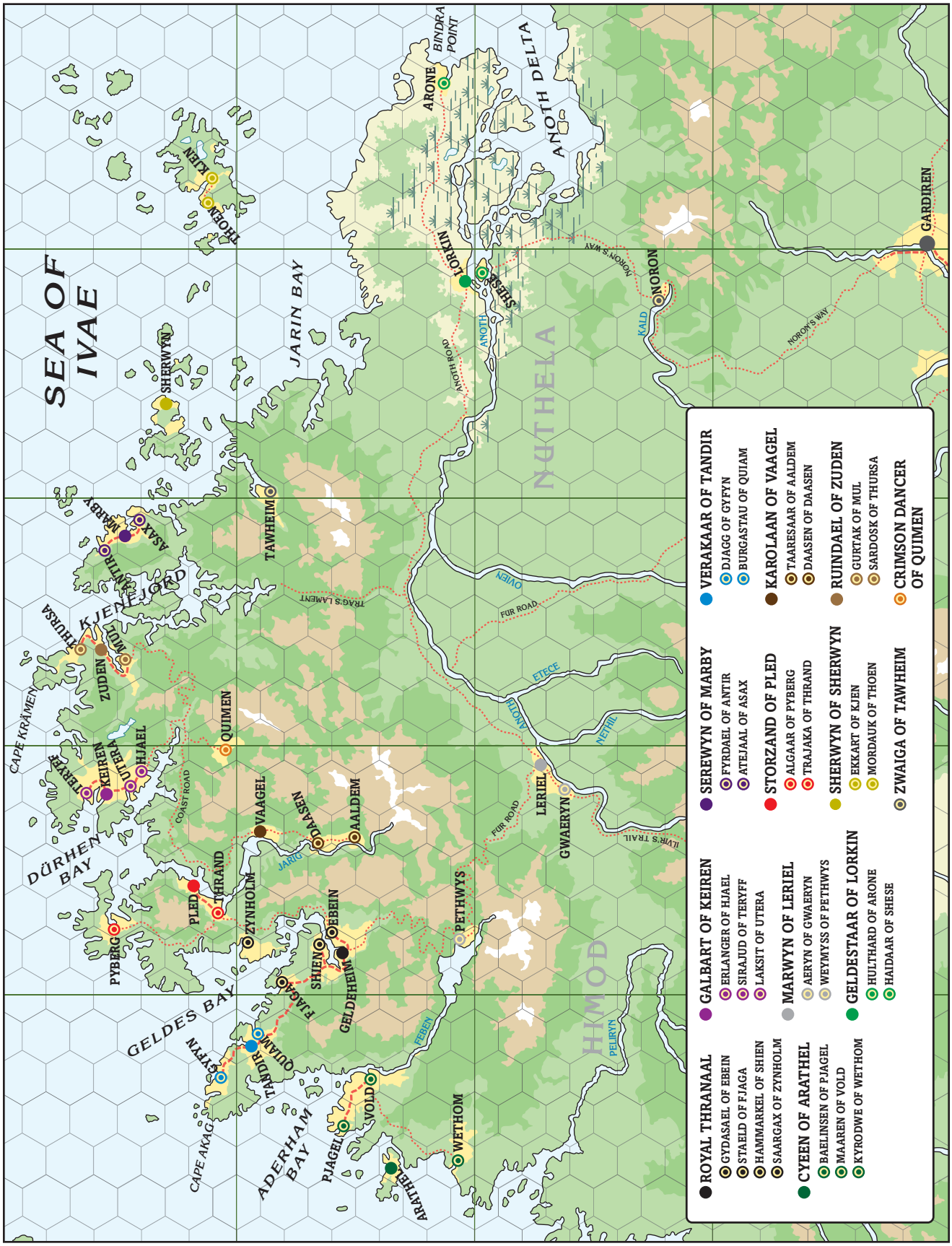
POLITICAL MAP — ORBAAL 1



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ORBAAL 2

PLAYER MAP

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ORBAAL 3

Orbaal is the name given to the region of Hârn north of the Anoth River and northeast of Himod. For centuries, the area was known as Jara and was the domain of the Jarin people who had emigrated from the Lythian continent. It was conquered by Ivinian raiders in the middle of the last century; the first Ivinian king named his fractious and unruly kingdom Orbaal.

The Ivinian conquerors number about 8,000 and hold almost all of the kingdom's fortresses. They rule the 65,000 Jarin who make up the vast majority of the peasantry. A major rebellion erupted less than 20 years ago and considerable tension still smolders between the two cultures, encouraged by an active but disorganized Jarin resistance.

The region is also home to two human semi-nomadic nations, the Anoa and the Ymodi, both of which have Jarin blood. These tribesmen have withstood the previous Jarin lords and current Ivinian conquerors, frequently bloodying the noses of any would-be overlords.

The natural vegetation is mainly needleleaf and mixed forest. The rugged Jahl Mountains cover the northern two thirds of the region and the southern third is the heavily forested alluvial valley of the Anoth. The rocky coastline is marked by numerous fjords and bays.

The Jahl Mountains shelter several tribes of gargun and other dangerous creatures, including yelgri, ivashu, and even dragons; travel there is hazardous.

Location: Northeastern Hârn
Atlas Maps: G1–3, H1–3, I1–3, J1–3, K1–3
Government: Monarchy
King: Alegar II, Clan Taareskeld
Culture: Feudal/Viking
Population: 73,000
Royal Seat: Geldeheim, pop. 755
Largest Town: Keiren, pop. 820

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CHRONOLOGY

BT	c.1300	Jarin migration to Hârn begins
	c. 500	Jarin first occupy area around Leriel
	c. 300	Jarin first occupy Geldesfjord
TR	c. 100	Jarin spread throughout northern Hârn
	c. 120	Fall of Lothrim's Empire, gargun raids begin around Leriel
	c. 140	Hill fort built at Leriel
	c. 150	Gargun raids begin along Geldesfjord
	c. 160	Building of Annwyn
	173	Migration Wars: Barbarian tribes destroy settlements along Anoth River
	234	Leriel Tower built
	c. 450	Abandonment of Annwyn
	458	Building of Lethwyn Tower (now Geldeheim)
	563	Leriel Castle built
	652	Ivinian Conquest begins
	653	Thursa captured by the Ivinians
	657	Pyberg, Thoen, and Zuden captured by the Ivinians
	658	Antir, Marby captured by the Ivinians
	659	Asax, Kjen captured by the Ivinians
	660	Teryff captured by the Ivinians
	663	Arone, Quiam, Shese captured by the Ivinians
	664	Keiren captured by the Ivinians
	665	Ebein, Lorkin, Pled, Tandir captured by the Ivinians
	666	Fjaga captured by the Ivinians
	667	Ivinians take Lethwyn, rename as Geldeheim
	670	Thrand, Vaagel captured by the Ivinians
	671	Gyfyn, Mul captured by the Ivinians
	672	Utera captured by the Ivinians
	673	Geldeheim Castle completed; Arathel, Daasen captured by the Ivinians
	674	Aaldem, Hjael captured by the Ivinians
	675	Pjagel captured by the Ivinians
	676	Vold captured by the Ivinians
	679	Shien built
	686	Kingdom of Orbaal proclaimed
	688	Eafyn Marwyn submits to Hagined
	692	Hagined dies, Alegar I crowned king
	695	First of the Morvilya Bay colonies established
	701	Jarin Rebellion begins after the Order of the Crimson Dancer destroys Quimen and Clan Cysemet
	703	Jarin Rebellion ends with the recapture of Lorkin castle
	705	First raid of Thay
	707	Second raid of Thay destroyed by freak storm off Cape Renda
	714	Alegar II crowned King of Orbaal

HISTORY

Little is known of the ancient history of the land now called Orbaal. The long-departed Earthmasters erected a Godstone at Gedan. The Sindarin largely ignored the region, preferring the gentler forests to the south. The Khuzdul exploited the mineral wealth of the mountains but built little beyond their mines, some of which are now home to gargun colonies.

The first Jarin immigrants to Hârn arrived around 1300 BT. Most settled in southern Hârn, quickly coming into contact with the elder races and swearing fealty to Daelda, the Sindarin King of Hârn. The Jarin who arrived in the north, around the Anoth Delta and Jarin Bay, had less contact with the elder races and did not receive many of the cultural influences that the southern Jarin gained from the Sindarin and Khuzdul. The descendents of these early northern Jarin can be found among the Anoa, Taelda, and Ymodi, as well as the tribal peoples of the northwest.

Among the first Jarin to reach northern Hârn from Lythia were those who believed they had been summoned by the god Ilvir to be his flock. Their leader, a man named Ormanoam, united many disparate groups of believers and founded a temple complex on a coastal island north of present-day Arone. Pilgrims to Araka-Kalai, said to be the home of the deity, traveled from this "mother temple." It spawned many semi-autonomous sub-orders that gradually spread the faith throughout Hârn, particularly in the north.

In the wake of the Atani Wars, many of the southern Jarin moved north to escape the encroachments of Lythian barbarians. They first settled in the Anoth River valley but conflict with the Anoa and Taelda led many to cross the Jahl Mountains to establish settlements along Hârn's rugged northern coast, where they lived mostly in peace for centuries. These people retained the "pure" Jarin blood, as opposed to the racial mixing that occurred among their southern and western cousins. By the 1st century TR, hundreds of Jarin villages were scattered throughout the north.

Hordes of gargun migrated into the Jahl Mountains after the collapse of Lothrim's empire in 120. They attacked and destroyed several settlements before the Jarin could organize their defenses. Rival villages formed alliances, sought protection from stronger clans, and enhanced natural defensive positions with earthen ramparts and palisades.

Although the defenses of many Orbaalese keeps and castles incorporate the remains of such ancient earthworks, other hillforts were later abandoned. Some are very extensive and contain ruins indicating use as late

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as the 5th century TR. Many are rumored to be home to ruthless outlaws and all manner of strange, otherworldly creatures. The best known of these ruins is Annwyn, near Geldeheim. Among the others is one on an island off Cape Akag, two on the Kogen Peninsula, and several along the Kjenfjord.

After the Kjenfjord settlements suffered heavy losses to gargun attacks, the remaining populace followed an Ilviran prophet named Trag on a desperate mass exodus through the mountains in the depths of winter. Fewer than half survived the journey. Their trail, now called Trag's Lament, is considered to be haunted by the spirits of the dead and is rarely used.

Although the Migration Wars of 173–233 mostly affected the kingdoms to the south, many of the Jarin settlements along the Anoth River were destroyed by the Anoa. Isolated and protected by the Jahl Mountains, the coastal settlements were unharmed.

Although it is speculated that the first worshipers of Ilvir arrived at Araka-Kalai around 1100 BT, church documents indicate that the first permanent religious community at the site wasn't established until the *Order of the Ochre Womb* took up residence there around 284 BT. By the middle of the 2nd century TR, the order was the largest on Hârn and had surpassed the order at Ormanoam's temple in importance. Around 180 TR, a break-away faction, the *Order of Sudelrhynn the Bearer of Loam,* established itself at Leriel and quickly became the most influential Ilviran order.

The Kingdoms of Jara

By 400, there were more than a dozen petty kingdoms in the region, which had become known as Jara. A crude form of feudalism gradually developed, although in reality it bore greater similarity to a series of tributary states. There was no over-king of Jara, as no one clan could exert enough influence to hold sway over any but their nearest neighbors. Few even tried. The most powerful Jarin lords were the princes of Lethwyn (now Geldeheim), Leriel, Lorkin, and Fythael (now Keiren). Relations between the kingdoms were generally peaceful and there was a thriving, if limited, coastal trade.

During this period, a network of trails developed that exists to the present day. Along the coast, these trails became known, collectively, as the Coast Road. This land route connected the scattered Jarin kingdoms even as they continued to slowly expand their maritime trade. In addition, the Fur Road from Lethwyn to Leriel and south to Kaldor continued to grow in importance, linking the Jarin with their southern neighbors. The Anoth Road that linked Lorkin, Shenesel, and Bwasyn to the rest of Jara was heavily traveled by Ilviran pilgrims. Although the temple complex at Ormanoam drew adherents from the rest of Jara, most of the pilgrims were those who arrived from Lythia and headed west to Araka-Kalai.

By the time of the Ivinian Conquest, there were 17 independent domains of Jara (see map on next page).

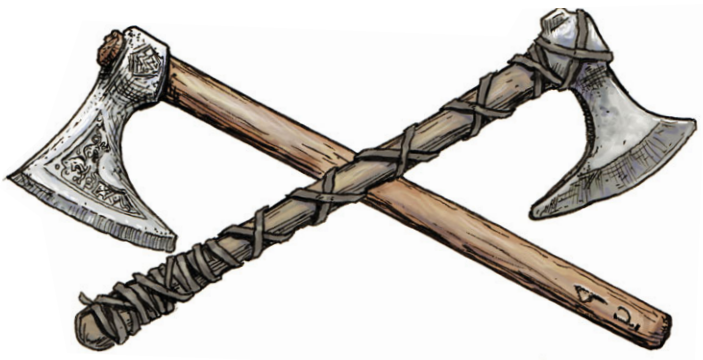
The Ivinian Conquest

In 643, the village of Aernal, east of Pentiel (now Marby), was sacked by Ivinian raiders and many of the inhabitants were carried off as captives. No more attacks came for two years and the raid seemed to have no major significance. The Jarin only began to understand the scope of the danger they faced when three separate raids were made on northeastern Jara in 645.

At first coming only as raiders in search of riches and captives, the Ivinians grew bolder as they learned more about the region. By 650, even the larger settlements were no deterrent to the seagoing raiders, whose martial skill and swift ships made them unstoppable. Jara was an alluring target for the Ivinians, who judged the Jarin to be weak, cowardly, and disorganized.

In 652, a band of outcasts and pirates captured Sherwyn on Gedil Island. These outlaws from Harbaal chose to remain in Jara instead of returning home. Belonging to no clan, they took the name of their conquest as a clan name, acquired Jarin wives by force, and became the first permanent Ivinian residents of Jara.

The next two decades saw this pattern repeated many times as junior branches of Ivinian clans saw little future, and less land, in their northern homes and sought domains of their own in Jara. Clans, outlaws, and pirates from several Ivinian kingdoms sailed to Hârn in an uncoordinated series of attacks that might have been repulsed with an organized defense. Due to their independent and fractious nature, the Jarin were unable or unwilling to unify against the threat from the sea and the Ivinians conquered the coastal holds of Jara with relative ease. When the last coastal Jarin keep fell to the invaders in 676, most Jarin were under the dominion of the conquerors. Only the inland keeps of Gwaeryn, Leriel, Quimen, and Pethwys were still held by Jarin lords.



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The Kingdom of Orbaal

The nature of the Ivinian conquest meant that the invaders' domains were far from unified. Several dozen clans had established independent "kingdoms," some little more than large villages. The most powerful of the Ivinian clans was Taareskeld, which had conquered Lethwyn in 667. Renaming their new possession Geldeheim, Clan Taareskeld drew considerable wealth from the fertile lands at the south end of Geldesfjord.

Hagined, the Taareskeld clanhead, or *valhakar*, was a man of ambition and energy. Between 668 and 673, he rebuilt the original Jarin keep and made Geldeheim one of the strongest fortifications in the north. With his base secure, Hagined gradually expanded his power by annexation and conquest of neighboring Ivinian clans. By 685, Clan Taareskeld controlled the entire Geldesfjord.

Hagined declared lordship over the entire region and proclaimed the Kingdom of Orbaal in 686. After almost exterminating one reluctant greatclan, the Verakaars of Tandir, Clan Taareskeld's wealth and power was enough of a threat that most clans submitted and paid him tribute. Creation of the kingdom did not result in a united state. Effectively, Hagined was only the wealthiest of several kings and he wisely did not interfere in the affairs of most other greatclans.

Alegar I (692–714)

After Hagined's death in 692, the throne went to his eldest son, Alegar. The early years of Alegar's reign were troubled by growing Jarin unrest. Although most of the Jarin nobility were killed during the Conquest, new leaders had arisen. There were numerous disputes and small skirmishes between Ivinian lords and the subjugated Jarin. The Jarin lords of Gwaeryn, Leriel, and Pethwys surreptitiously fomented discord but Rogryn Cysemet, the Prince of Quimen, openly encouraged disobedience and rebellion.

In 700, Alegar began a liaison with Melkea Akarne, a priestess of the Agrikan *Order of the Kukshin*. This clerical order and its sponsored fighting order, the *Order of the Crimson Dancer,* both of which consist entirely of women, had fallen into disfavor with the King of Rethem and deemed it advisable to leave their traditional base in western Hârn. Melkea had been sent to Orbaal by her superiors to explore the possibilities of moving to the northlands. She convinced her royal lover to allow the two Agrikan orders to settle in his kingdom. Seeking new allies and wishing to deal with the growing Jarin problem, Alegar offered them Quimen.

The Jarin Rebellion

Alegar sent messages to the four Jarin lords demanding that they make personal submission to him at Geldeheim or be declared outlaw. He hoped this would cause them to relax their vigilance while giving his actions a semblance of legality. The lords of Gwaeryn, Leriel, and Pethwys were given ample time to respond but the message to Clan Cysemet was delivered in the dead of winter one week before the ultimatum expired. Whether Rogryn Cysemet intended to make submission, as did the other Jarin lords, is unknown and probably immaterial. Bad weather ensured his noncompliance.

Crimson Dancer forces attacked Quimen in early spring of 701, allegedly aided by a traitor who opened the gate. The violent Ivinian attacks during the Conquest paled in comparison to the merciless savagery of the Agrikans. Clan Cysemet was exterminated and Rogryn was tortured to death in a three-day public ceremony.

If Alegar hoped that this butchery would quell the mutinous Jarin, he was mistaken. When news of the massacre spread throughout Orbaal, the festering Jarin hatred and resentment burst into open rebellion. Lorkin Castle was captured by rebels and many Ivinian clans were besieged in their holds. Although a few areas were nearly untouched by the rebellion, most regions were in turmoil for two years. Had the Jarin been able to unify their sporadic revolts, they might have defeated the outnumbered Ivinians. With disorganized and sometimes incompetent leadership, the rebels were subdued piecemeal. The rebellion ended with the recapture of Lorkin in 703 after the mysterious decapitation of its Jarin overlord, Gweffryn Seylnes.

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The Thay Raids

The Jarin Rebellion temporarily unified the squabbling, divisive Ivinian clans while they fought to suppress a common enemy. Hoping to preserve and extend this unity, Alegar planned a bold raid on the Melderyni city of Thay. Keron Island, off Hârn's eastern coast, was occupied in 704 and Balhafen was established as an advance base. The next year, a fleet of some 40 ships descended on the unsuspecting Thayans. The Ivinians attacked the walled town but could not breach its defenses. For three days, the northerners rampaged, venting their frustration on the manors and villages nearby. Finally, the Orbaalese retired, carrying off many women and much plunder and pledging to return.

Alegar planned a second expedition in 707, amassing a force of more than 100 ships and 5,000 men from as far away as Menglana and Chelemby. Thay was spared when Alegar's fleet was scattered and destroyed by a freak storm off Cape Renda. The survivors, regrouping at Keron, found that Balhafen had also been devastated by the storm. Demoralized, they limped home to Orbaal. Many believe that the storm was the result of intervention by Melderyni mages. The great loss of men and ships quieted Orbaalese enthusiasm for such adventures for a generation and added to the friction between Alegar and his restless greatclans.

Post-Rebellion Resistance

Since 707, the Ivinians have licked their wounds and consolidated their gains. The loss of so many Ivinian warriors has given Jarin agitators time to organize a viable resistance, aided by radical Ilviran and Siemist clergy who serve as messengers and spies.

Jarin exiles continue to feed the smoldering fires. Having grown wealthy and established in places like Olokand and Gardiren, they are now well suited to help their oppressed kinsmen. Pilgrims to Araka-Kalai have been known to carry more than their devotion northward and Fur Road trade caravans offer opportunities for smuggler, merchant, and rebel alike.

Alegar II (714–present)

Alegar I lost his eldest son, Hagined, in the Cape Renda disaster, making his younger son, also named Alegar, the primary claimant to the throne of Orbaal. Alegar I was not overfond of his younger son, once stating that he was "fit for the marriage bed and little else." Whatever its accuracy, the comment seems unfair, as all but the two most recent of Alegar's marriages were arranged by his father as important elements of the royal policies of alliance and annexation.

In 714, Alegar the younger became King Alegar II. The kingdom he inherited was far from united; clans warred or allied with each other as they saw fit and many paid tribute to the king with considerable reluctance. The new king's policies have done nothing to restore the spirit of unity that had prevailed during the Jarin revolt and the Thay raids.

Alegar II has a somewhat paranoid personality and tends to see enemies lurking everywhere. He believes, not without cause, that demands for tribute from powerful greatclans in Ivinia may soon become more pressing. His grandfather Hagined had originally paid tribute to Clan Stahler of Menglana, among others, but none has been paid for 32 years. It is unlikely this default will be tolerated much longer.

Although he is aware of the ongoing discontent among his Jarin subjects, Alegar II has done nothing to ease tensions between the two peoples. Additionally, several Ivinian clans chafe at their tributary status and would be eager to supplant Clan Taareskeld as Orbaal's rulers. At present, Alegar seems to be attempting to deal with these problems by hoping they will go away.

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CURRENT EVENTS

Before the Conquest, the majority of the Jarin were freemen. Half of them lost that status to the early Ivinian conquerors. Since then, there has been a steady increase in serfdom, especially after the Jarin Rebellion, when the Ivinians discovered that most of the rebels were freemen. Jarin who resisted this change were brutally repressed, outlawed, or killed. Alegar II has not responded to the growing threat from resistance groups and the increasing number of agitators. The brutal oppression of Jarin peasants by many Ivinian clans has increased the tension between the two peoples.

Jarin hostility has worsened since the sudden death of Alegar's fifth wife, Mythyl Weymyss, the younger sister of the Jarin lord of Pethwys. Mythyl's marriage to Alegar II was arranged in 712 by Alegar I as an assurance of peace. Mythyl's body was found at the foot of the eastern tower of Caer Geldeheim in the winter of 719. Although the official explanation is that the death was accidental, some believe that she was murdered at the instigation of the king's newest wife, Bryna Telthaal. It is well known the two women hated each other. Mythyl's brother, Felan Weymyss, is deeply resentful. He gathers his strength and seeks to divert Ivinian attention by manipulating their feuds and internal discord.

The other Jarin lords play a longer game. Lord Symael Aeryn of Gwaeryn advocates assimilating the Ivinians into a new, mixed Orbaalese culture, while Eamonn Marwyn of Leriel carefully positions himself to gain the most from whatever happens next, whether by declaring independence from Orbaal or achieving political dominance should any future Jarin revolt succeed.

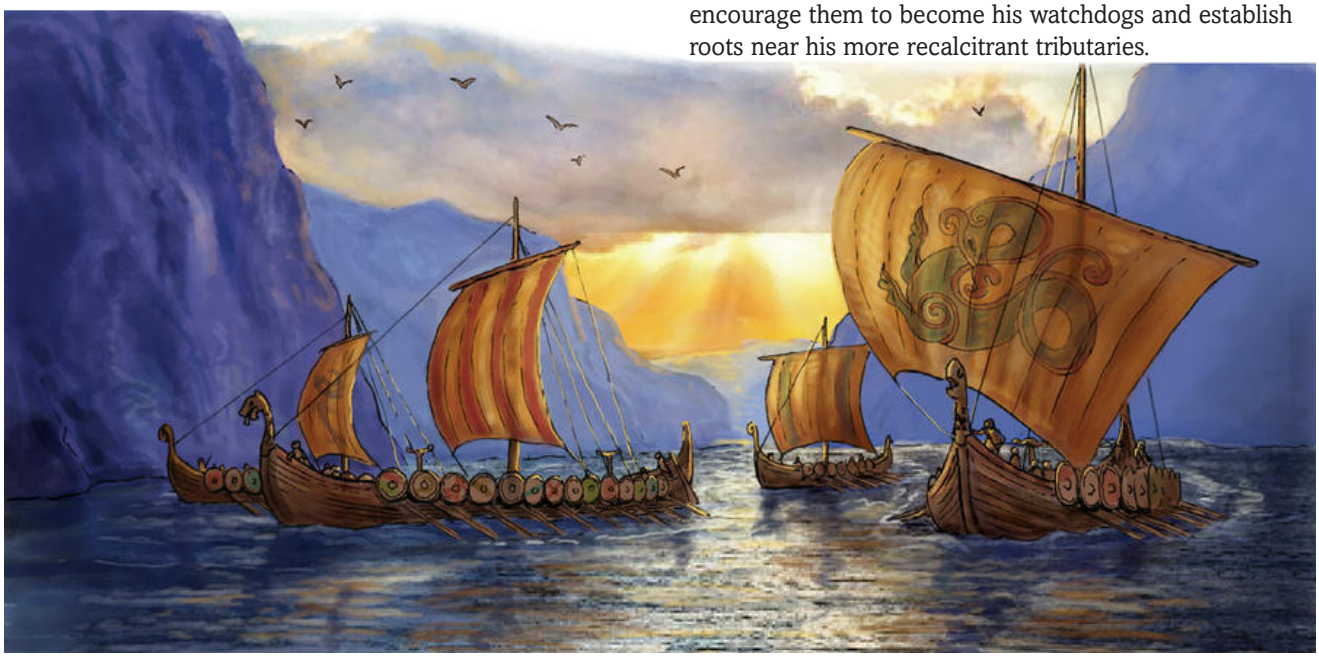
Alegar II is generally viewed by most Ivinian clans as weak, vain, and untrustworthy. The Verakaars of Tandir are the most hostile but the tributary allegiance of the Cyeens of Arathel, Galbarts of Keiren, and Geldestaars of Lorkin is also wavering. None of these wealthy greatclans would hesitate to seize the throne given an opportunity. Only the distrust they have for each other prevents them from uniting to overthrow Alegar.

Alegar II faces no serious opposition from within his own clan. The king, 37, is likely to rule for many years, barring accident. His eldest son, Meraag, is only 11. His only potential familial rival is his half brother, Methgar Akarne, 18, the product of Alegar I's liaison with Melkea, the high priestess of Geldeheim's Agrikan temple. Methgar is presumed to be living at Quimen.

The Earl of Tormau in Rethem is well informed of Orbaalese events and his agents openly recruit warriors from the lesser clans, either to settle in Rethem or as mercenaries.

Orbaal faces potential conflict from Ivinia as well. The kingdoms of Menglana, Rogna, and Seldenbaal all claim tribute from Orbaal. Facing attack from Ibanvaal, Menglana has already sent emissaries to visit Alegar. He has politely put off their demands for tribute but knows their next step is to approach their Orbaalese kinsmen directly, which could alter the balance of power in the kingdom.

If the war in Ivinia escalates, refugees could begin landing on Orbaalese shores. Alegar has pondered how an influx of shiploads of desperate, armed warriors with no hope of retreat would affect his kingdom. He may send them to settle the wilderness of the western coast or encourage them to become his watchdogs and establish roots near his more recalcitrant tributaries.



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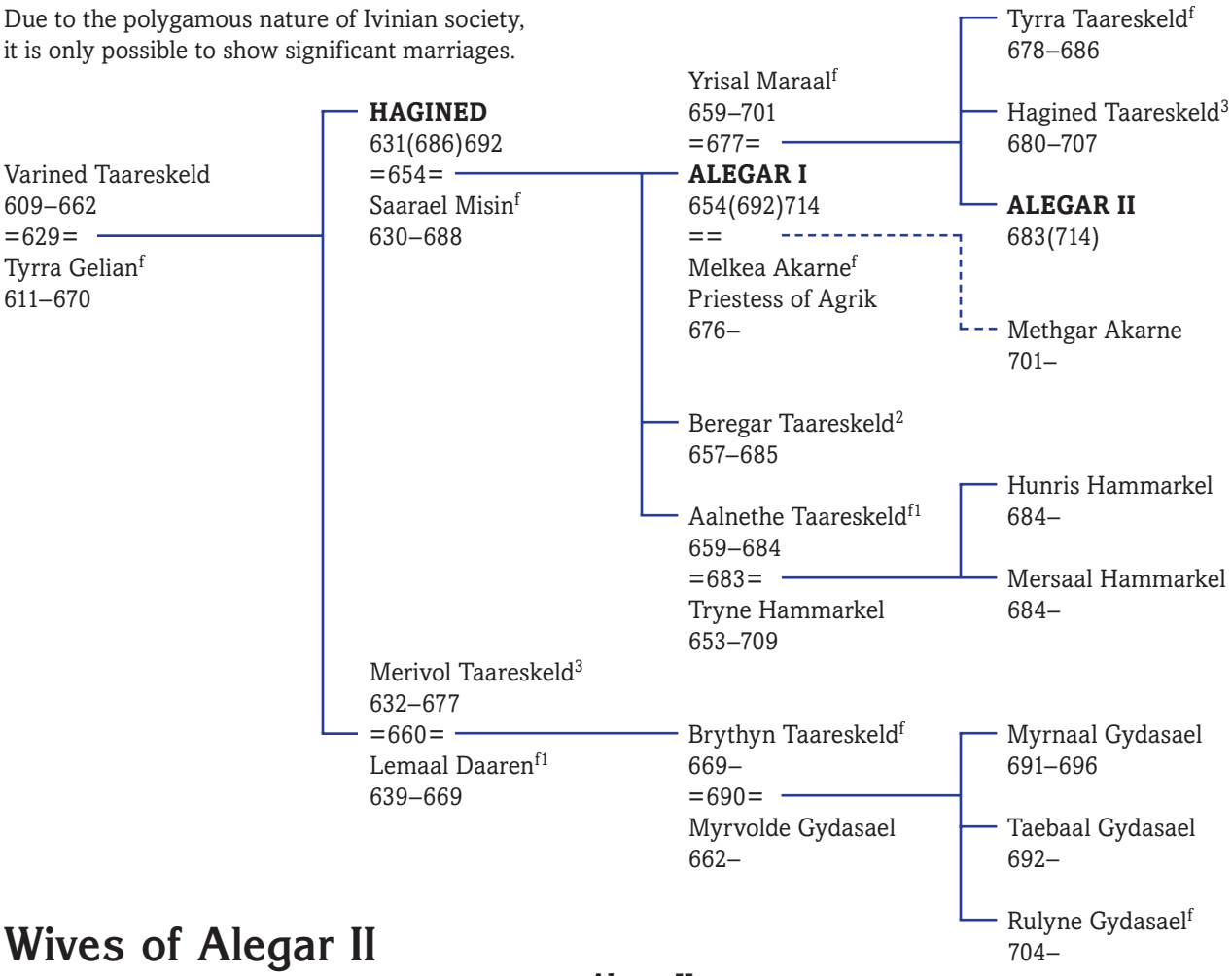
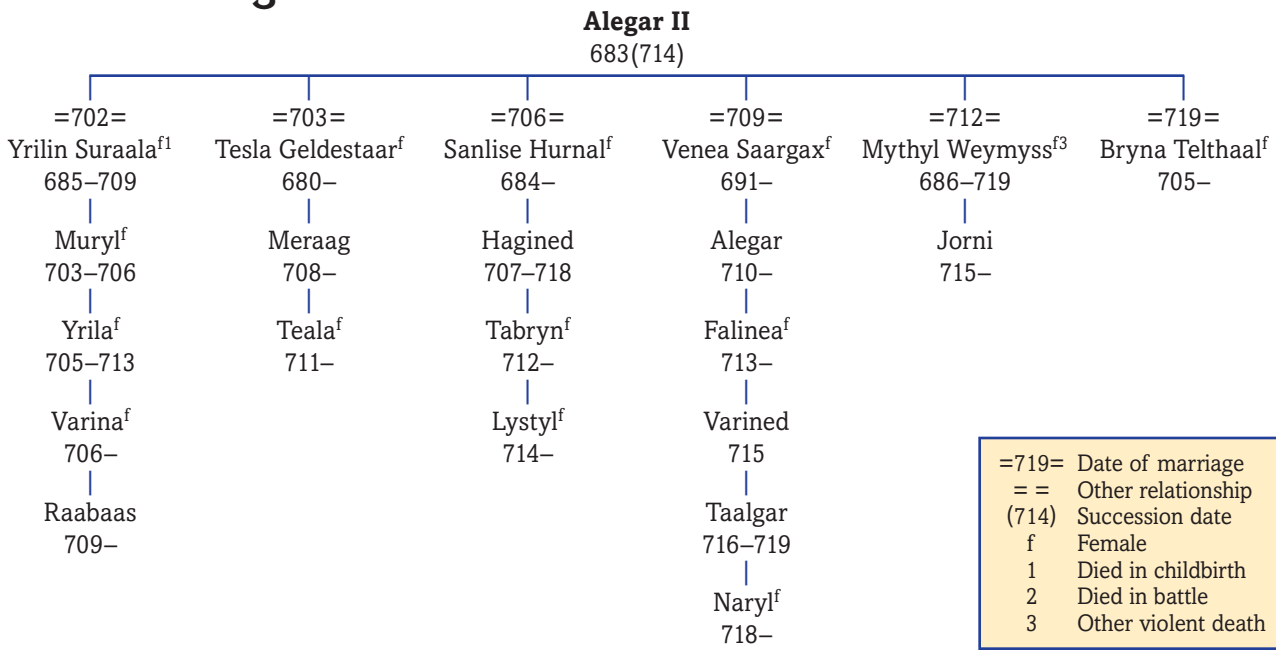
Clan Taareskeld

Due to the polygamous nature of Ivinian society, it is only possible to show significant marriages.



Wives of Alegar II



=719=	Date of marriage
= =	Other relationship
(714)	Succession date
f	Female
1	Died in childbirth
2	Died in battle
3	Other violent death

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IVINIAN CULTURE

The basic unit of Ivinian society is the clan, which has a much broader meaning than "family." Clans are the focus of virtually all economic, social, and political activity. Admission to a clan is by birth, marriage, or adoption. Clans range in size from small urban clans of five or so members to powerful greatclans with as many as 200 members.

The male clanhead, or *valhakar,* has absolute power but is often assisted by a council of his clansmen known as a *thrangaad*. The valhakar is elected for life but any member of the thrangaad has the right to challenge him to fight for the leadership. Only members of the thrangaad have a say in clan affairs; other clan members do as they are told or may be declared outlaw or clanless.

Almost all Orbaalese clans are related to those in Ivinia. Some Ivinian kingdoms or greatclans make periodic demands for tribute from their Orbaalese offshoots. The Ivinian kingdoms of Rogna, Menglana, and Seldenbaal are the most interested in Orbaal.

Ivinian society is polygamous. Marriage is integral to male status, as three or more wives are typically necessary for admission to the thrangaad. Women share their husband's status but generally take subservient roles. Unmarried daughters are a valuable commodity of the clan, as brideprices (the amount of money paid by the husband to the woman's clan) are generally high and pose a significant obstacle to marriage. This tradition has the effect of encouraging viking (raiding) activity, as war brides may be taken or pillaged loot used to purchase brides.

Ivinian culture has a long tradition of female warriors, or shieldmaidens. A woman can claim the rights of a warrior for as long as she remains a virgin and undefeated in combat. The Agrikan *Order of the Crimson Dancer* has attracted many martially inclined women since relocating to Quimen from western Hârn. About 75 percent of its members are of Ivinian birth.

Religion

Ivinian religion is centered around the worship of Sarajin. Although a few northmen follow other deities, the number is inconsequential.

The *Ljarl* is the code of honor advocated by the followers of Sarajin. Its dominant virtues are courage and loyalty to one's lord, clan, and family. Life and death are one and the manner of each is of utmost importance. The perfect life must be crowned by the perfect death, which is to die in heroic battle. The noblest achievement is to win eternal fame through deeds worthy of a skald's saga. To devout Sarajinians, the Ljarl is law. The honor of one's house and family must be upheld through hospitality and generosity. To behave dishonorably is unthinkable.

Priest clans are formed when one of their members "hears the call." The valhakar of the clan is effectively the high priest. He governs the temple and interprets the religious mysteries. Command of the priesthood's mysteries is part of the clan's heritable property and is shared among clan members and laity as deemed appropriate by the valhakar.

The two major Sarajinian festivals are the Ilbengaad Festival (10–12 Saraju) and Bjarri's Feast (19–25 Saraju). Both are lavish events of feasting, drinking, and fighting. Fatalities are not uncommon.

Language

When among their own people, Ivinians in Orbaal tend to speak their native tongue, which is used as a common trade language throughout western Lythia. When speaking with a Jarin peasant or craftsman, however, they use Orbaalese, a hybrid of Jarinese, Ivinian, and Hârnic that has quickly become the most common language in the kingdom.

The Ivinian language is almost always written in the Runic script, while Orbaalese is most commonly written using Lakise.

Appearance

The Ivinian people are of Pharic stock. They tend to be tall and have fair complexions and blue-gray eyes. Their light, straight hair ranges in color from pale blond to rusty auburn. Their high-protein diet has allowed the Ivinians to breed tall, broad-chested children. They often tower over their Jarin subjects.

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Tribute and Taxes

The area held by each greatclan is called a thranaal and these include most of the arable land in the kingdom. Every lesser clan in the thranaal pays tribute to the greatclan. Tribute is often rendered in a combination of coin, kind, labor, and military service. A tribute of 10 percent of gross revenue is typical and lords who attempt to arbitrarily raise tribute levels may expect armed dissent. A lord's control over his thranaal can be measured by whether his vassal clans pay their tribute in full and on time; a delayed or incomplete payment is often a sign of rebellion or dissatisfaction.

To meet their tributary obligations, ruling clans often assess a head tax on the clanhold's residents. Although this usually applies only to those over seven years of age, a few lords have declared that pregnant women count as two people. Attempting to evade the tax by hiding or lying about the age of a child may be punished by the death of the "non-person." Head tax in Orbaal averages 12d per year per person but the amount, age level, and frequency of collection varies. Most of the burden falls on Jarin thrall clans, who are invariably assessed a higher tax. Some lords require a village as a whole to pay an additional tribute equal to the total head tax owed. Penalties for short payment are always severe.

Law

Orbaal practices the same vendetta law found in other Ivinian realms. There is no equivalent to the shires, sheriffs, or felonies found in Hârnic feudal states. The Ljarl factors heavily into the Ivinian sense of justice. Disputes are settled between clans and individuals as they see fit and generally involve compensation to the wronged party. Compensation for the death or injury of a clansman is known as *wergild,* or "man gold." Although most disputes are settled by negotiation, the practice favors the more powerful clans who can back up demands by force of arms if necessary.

Understandably, this practice is not always amicable. If blood is spilled, the victim's clan may be too proud or wrathful to accept wergild as compensation. The search for vengeance often results in blood feud and can last for generations. Vendettas are carried out through honorable duels and craven murder, by battle in the sunlight and arson in the dark of night. Few blood feuds end as quickly as they begin.

Although the Ljarl applies between Ivinians, there is no compulsion to treat others fairly, especially subjugated people like the Jarin. Outside their own domains in southwestern Orbaal, the Jarin have few rights and little power to enforce those they have. They are widely treated as inferiors and even freemen are often seen as little better than thralls. Jarin troublemakers are shown no mercy and punished harshly as examples to the others.

The Theng

Each thranaal periodically holds a *theng,* or justice-moot. Called at the discretion of the valhakar, thengs are traditionally held once a year but may be more frequent in the larger settlements. They may be as short as a few days or up to a tenday in length. Each freeman present has the right to address the gathered assembly on any matter of concern and each clansman may vote on issues and crimes brought before the assembly. Thengs tend to be noisy affairs, as lords, commoners, criminals, lawspeakers, supplicants, and vendors turn the thran into a hive of raucous activity.

Clothing

Ivinian men dress warmly in wool knee-length shirts, baggy trousers, and low leather boots. The lower legs are usually wrapped with leather straps or wide bands of woven wool. They favor long mustaches and beards and often braid and decorate their hair with rings or beads.

Women typically wear ankle-length woolen dresses gathered at the waist with a belt. Married women cover their hair with a scarf to show their marital status. They also wear linen aprons pinned to their dresses with elaborate brooches. The quality of the apron and brooch are signs of the woman's status and wealth; such items are often passed down from mother to daughter.

Food and Drink

Traditional Ivinian dishes of cod, halibut, herring, and salmon are washed down with quantities of ale. Seafood is eaten fresh, smoked, salted, or pickled. Although mead and cider are produced in many varieties, wine is expensive, rare, and seldom sought after or appreciated.

Whale, served raw or smoked, is a common winter dish. Birds and their eggs grace tables throughout the region. Hunters venture to the far-flung islands for seal, whale, and walrus during the winter whelping season.

Music and Entertainment

The long nights and damp climate encourage people to socialize around the warmth of their hearth fires. Games of chance are popular and frequently accompanied by wagering. Ivinians throughout Orbaal have also adopted the Jarin tradition of playing riddle games.

Skalds preserve the history of a clan through epic poems and story-telling songs. These musicians recite sagas and ballads, often accompanied by music performed on harp, lyre, tambour, drums, and pipes of bone or wood. The long, narrow structure of the clanhouse has led to an energetic style of social dancing performed in interweaving lines.

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JARIN CULTURE

Although Jarin culture has superficial similarities with that of the Ivinians, it includes elements of their ancestor's pre-Hârnic way of life and has also been shaped by centuries of contact with the Sindarin and Khuzdul. The innate creativity and imagination of the Jarin was greatly stimulated by exposure to the elder peoples. The Jarin have a special mystique that tends to set them apart from other Hârnians, who view them with some distrust.

Jarin are highly independent and extremely proud, which has at times led to practical or political difficulties. Jarin are essentially peaceful; although their culture honors its warriors, they do not have the martial inclination of the Ivinians. As a result, Jarin warriors lack the high degree of disciplined ferocity that contributed so heavily to the invaders' success.

Political Status

Since the Ivinian Conquest, the majority of Jarin clans in Orbaal are unfree, bound to the land with serf-like obligations. Other Jarin are thralls, bound to a specific Ivinian clan instead of to the land. They are, in essence, domestic or agricultural slaves but are often better treated than the unfree clans. Some settlements include a few Jarin clans that have demonstrated exceptional loyalty to their Ivinian lords or are related to an Ivinian clan by marriage. Such clans are sometimes hated by other Jarin, who see them as "collaborators." Most Jarin clans reside in small unfortified villages near the major settlements.

Within the lands ruled by Jarin lords, the tributary, tax, and legal rules are similar to those in Ivinian lands but tend to be less onerous on the peasantry.

Jarin Religion

Most Orbaalese Jarin worship Ilvir; the elaborate mysticism of that religion's theology and ritual is very attractive to the Jarin psyche. Although some Ivinian lords have proscribed or discouraged Jarin religious practices, others view Ilviranism as a weak and harmless faith that keeps the Jarin docile.

The high priest of the temple in Leriel is the nearest equivalent of an Ilviran primate. Maker's Morn, Leriel's month-long autumn festival, has ancient religious significance and numerous activities related to pilgrimages to Araka-Kalai, many of which leave Leriel at this time. The festival traditionally ends with a bonfire on the last day of Savor.

The Jarin were introduced to the Siemist faith by the Sindarin and Khuzdul. Although not as popular as in past centuries, the religion is still common, particularly in rural and isolated areas.

The major religions popular elsewhere on Hârn have scant representation in Orbaal. Peonian missionaries from the southern kingdoms have found few converts, but some Orbaalese settlements have small communities of believers.

Language

The most common language spoken in the kingdom is Orbaalese, a hybrid of Jarinese, Ivinian, and Hârnic. Use of Jarinese is fading as the occupation persists. Dialects of it are still spoken as a second language by about half of the kingdom's Jarin and as the only language by a tenth.

Spoken Jarinese has soft consonants and a pleasant rhythmic sound. Jarinese and Orbaalese are most commonly seen written in the Lakise script.

Appearance

Although many people of Jarin descent have fair to medium complexions, brown eyes, and light brown or red wavy hair, this coloring is the result of intermarriage with other peoples. Many Jarin in Orbaal are of older or more "pure" bloodlines and tend to have somewhat darker complexions, dark eyes, and black or dark brown curly hair. They also tend to be slightly shorter in stature than average.

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Clan Structure

Jarin society is based around the clan. Traditionally, the *gelfein,* or head of five households (often five generations), was the literal father of his clan group. Upon his death, his successor was nominated from his sons or his kinsmen. While this tradition has been modified by the rise of princes and lords since the Atani Wars, it is still fundamental to the Jarin society.

A complex web of blood and foster relationships defines a Jarin's loyalties to his gelfein, his overlord, and his countrymen. The dignity of the clan and its gelfein is supported by the reputations of its warriors, craftsmen, and artists.

The Jarin are monogamous, with the husband leading the family unit. Although it is rare, women can hold land in their own name. Under traditional Jarin law, wives have the same rights as their husbands; divorce is freely allowed by mutual consent of the married couple.

Jarin culture emphasizes the practice of fostering and many children are sent to live with another family for a time. This likely originated as a means of limiting family conflict but is now most often used as an indication of friendship or alliance. Boys often stay with their foster parents until they are 15 and girls until 13. Such children are considered bound to support their foster parents in old age and the ties between foster children and parents are often as strong as between natural relations. The close bonds between foster siblings are the subject of many Jarin tales.

Trehaen Law

The traditional Jarin legal system is similar to vendetta law but with subtle differences. Known as "Trehaen Law," it originates in pre-Hârnic Jarin custom, with modifications and influences from contact with the elder races and other human cultures. The term *Trehaen* means "interpreter of custom," reflecting how legal knowledge has been passed on orally from one generation to the next. Trehaen Law applies to every aspect of communal and social life and delineates the duties and privileges of each class of society. It includes codes of property management and such activities as brewing and milling as well as governing the relations between father and son and rulers and servants.

The tradition's elaborate system of compensation is similar to the wergild payment of vendetta law. Victims of injury are entitled to "sick maintenance" from the culprit, who is required to pay a penalty in addition to the complete costs of the victim's cure. In the case of murder, a fine is paid to the victim's family. Reaching a settlement often requires considerable diplomatic skill on the part of the Trehaen. Payment is usually in livestock or labor and is greater if the crime is deemed malicious. If a criminal does not pay his fine, his family and clan are liable.

Trehaen Law seldom resorts to capital punishment but slavery is an option. The last century has seen an increased use of capital punishment, particularly by the Princes of Leriel, who have termed several unfortunates as "outlaw" (meaning not bound by Trehaen Law) and hanged them.

The power of Trehaen Law is the force of its lengthy tradition. Changes in Jarin legal custom tend to move slowly and usually have to be spurred by events for which there is no precedent. The semi-hereditary office of the Trehaen is highly respected, as is the judgment and wisdom of the arbiter. Each Jarin settlement usually has one clan that fills the role of Trehaen.

Clothing

Jarin clothing is little different from that of the Ivinians. Both cultures dress warmly in wool knee-length tunics, baggy trousers, and low leather boots. In current fashion, the trousers are bloused into the boots to emphasize their baggy cut. Most Jarin men wear mustaches but shave off their beards.

Jarin women wear ankle-length woolen dresses, often gathered at the waist with a belt. Their linen aprons are pinned with brooches showing the intricate designs for which the Jarin are renowned.

Food and Drink

Mutton is the centerpiece of most Jarin meals. Jarin housewives keep a pot of mutton stew simmering on the fire, adding ingredients as they become available.

The Jarin rarely eat raw seafood, preferring to grill their fish on wooden planks. They enjoy seal and shellfish, especially mussels simmered in mead.

Although cheese is uncommon on Jarin tables, they love eating sour curds, buttermilk, and butter. Salty butter tea is a Jarin staple, with many consuming four or five cups of the tangy beverage each day.

The Jarin are known for their distilled beverages, including *uisgebagh* distilled from barley mash, and *worreen,* a potent liqueur brewed from honey and fresh blueberries, then distilled.

Music and Entertainment

Feasts are central to the social lives of the Jarin. Often hosted by rulers or wealthy community leaders, they show status and provide opportunities for the *tuath* (a Jarin word that can be variously translated to mean tribe, people, or community) to reaffirm its oneness.

Numerous social protocols are followed during the course of the feast. The frequent disputes are usually settled through mock combat with wooden or blunted weapons. Jarin men strive to best one another with outlandish boasts and ingenious riddles.

Bards and storytellers recount the oral traditions of the tuath with great sagas lavishing praise upon the ancestors of the audience or allegorical tales illustrating elements of their culture. Although tragic warriors fighting against impossible odds and failing heroically are a common theme, satiric or whimsical songs are also part of the performance.

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ECONOMY

Before the Ivinian invasion, the economy of Jara's coastal settlements was driven by fishing, sealing, and whaling, while those farther inland grew grains, trapped furs, and mined valuable minerals. The Jarin principalities traded with each other, the neighboring tribes, and merchants from Kaldor. The conquering northmen brought changes to the economy and seafaring merchants now travel from Orbaalese settlements to trade with the rest of Hârn and Lythian ports from Ivinia to the Venarian Sea.

The Ivinians are among the dominant traders of northwestern Lythia. Their ships range long distances in search of markets and products. They are clever and ruthless, with a good appreciation of value and a willingness to use violence when haggling fails. Almost all Ivinian clans go to sea as traders of one sort or another but some specialize as mercantylers and usurers. Few are averse to piracy if opportunity presents itself. The Ivinians' mercantile activity in Orbaal does much to compensate for the generally poor land quality of northern Hârn. Vessels of all sizes transport cargoes between coastal settlements, leading to a healthy internal balance of trade.

Orbaalese ships also trade with the Kubora tribes of Peran but have had lesser success with the Equani. The tribesmen trade dried meats, furs, hides, walrus ivory, herbs, ambergris, whale and seal oil, amber, and precious stones in exchange for metal weapons and tools, woven cloth and dyes, luxury foodstuffs, alcoholic drink, and inexpensive trinkets and jewelry.

Hârn's largest fur market is held in Geldeheim in mid-Peonu. Pled and Arathel are among the primary sources for pelts, but trappers from throughout Nuthela, Himod, and Equeth converge on Geldeheim to sell to traders from Kaldor, Chelemby, Ivinia, and Rethem. Furs are loaded onto niviks headed west to Golotha, northeast to Ivinia, or south to Thay before heading across the sea to continental Lythia. Many of the furs, along with the other riches of Orbaal such as whale and seal oil, walrus ivory, amber, and salted fish and meat, are loaded onto pack animals and carts and sent south down the Fur Road via Leriel, destined for the great summer fair in Tashal.

The Leriel Beast Fair takes place during Savor, with much of the profit going into the coffers of the Prince of Leriel. In addition to livestock, including warhorses brought from Kaldor, the fair features wild beasts captured in the Rayesha and Jahl mountains and the surrounding Himod and Nuthela regions. Wild beasts are transported south along the Fur Road, ferried across Lake Benath from Misyn to the arenas of the west, or shipped down the Anoth River and onward to their eventual destination.

Natural Resources

The bounty of the sea is critical to the Orbaalese people, with seals being among the most important. The Jarin and Ivinian cultures both have a long tradition of hunting seal and walrus. The Orbaalese seal trade is centered in Arathel, Geldeheim, Keiren, and Sherwyn, with seasonal camps as far as the Afarezir Islands. Lute seals are hunted along the east coast, mammoth seals in the north and west, and chubby seals and walruses throughout the region.

The sea yields other riches as well. Cod is the biggest catch, but herring, mackerel, sprat, and turbot also fill the markets. Crab and lobster are found close to shore and bird eggs are harvested from the rocky islands and cliffs of the fjords. Seaweed is eaten and used in making dyes.

Inland, the Orbaalese trap for furs and meat. Animals typical of northern habitats can be found throughout the kingdom, including large predators like wolf and bear. The pelt of the rare snow lynx, white with black patches, is especially sought after by Ivinian royalty.

The Jahl Mountains are a source of ores and minerals such as tin, copper, lead, and salt. The region is the only source of amber on Hârn. Jade is found around Arathel and traded to far-off lands by the wide-ranging Ivinian seamen.

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ECONOMIC DATA

Settlements produce a surplus (+), demand (–), or are self-sufficient (•) in the listed commodities. The information is derived from natural resources, land quality, and the geopolitical situation and can be used to generate realistic mercantile activity.

	Cattle/Sheep	Charcoal	Dyes	Fish	Furs	Grain	Horses	Leather	Luxury	Minerals	Oil	Salt	Seal	Stone	Whale	Wood	Wool
Aaldem	•	–	•	•	+	•	–	•	–	+	•	–	•	•	•	–	–
Antir	•	–	•	+	+	•	•	–	–	•	–	–	•	•	•	–	–
Arathel	–	•	•	+	+	–	•	•	+	+	+	–	+	•	+	•	–
Arone	•	•	•	+	–	•	–	•	–	–	+	•	•	–	•	•	–
Asax	•	•	•	+	+	+	•	•	–	•	•	–	•	•	•	–	–
Daasen	•	–	•	+	+	•	•	•	–	–	•	–	•	•	•	–	•
Ebein	•	•	•	+	+	•	•	•	–	•	•	–	•	•	•	•	•
Fjaga	•	–	•	+	+	•	•	•	–	•	+	–	•	•	•	–	–
Geldeheim	•	•	–	+	+	•	•	•	+	•	+	–	+	•	•	•	–
Gwaeryn	+	+	•	•	+	•	+	+	+	•	–	–	–	•	–	+	+
Gyfyn	•	•	•	+	–	•	•	•	–	•	•	–	•	•	•	–	–
Hjael	+	•	•	•	•	+	•	•	–	+	•	–	•	–	•	•	+
Keiren	–	•	•	•	•	•	•	•	•	•	+	–	+	•	–	•	•
Kjen	•	•	•	•	+	–	•	•	•	+	•	–	+	–	•	–	•
Leriel	+	+	•	•	+	+	+	•	+	+	–	–	–	•	–	+	+
Lorkin	•	•	•	+	•	–	–	•	+	+	•	•	•	•	•	•	•
Marby	•	•	•	+	+	•	•	•	–	•	•	–	•	•	•	–	–
Mul	•	•	•	•	+	•	•	•	–	•	•	–	•	•	•	•	–
Pethwys	•	•	•	•	•	•	–	•	–	+	–	–	–	•	–	•	–
Pjagel	•	–	•	+	•	•	•	•	–	•	+	–	•	•	+	–	–
Pled	•	•	•	+	+	•	•	•	–	•	•	–	•	•	•	–	–
Pyberg	•	•	•	+	•	•	•	•	–	•	•	–	•	•	•	•	+
Quiam	•	•	•	+	–	•	•	•	–	•	•	–	•	•	•	–	–
Quimen	–	•	•	•	•	•	–	–	–	+	–	–	–	•	–	•	•
Sherwyn	•	•	•	+	–	–	•	•	–	•	+	+	+	–	+	–	•
Shese	•	–	+	+	–	•	–	•	–	–	•	•	•	–	•	–	•
Shien	+	•	•	+	+	•	•	•	–	•	•	–	•	•	•	•	•
Tandir	+	•	•	+	•	•	•	•	+	•	•	–	•	•	+	–	•
Tawheim	•	•	–	•	•	•	•	•	+	+	•	–	•	•	•	•	–
Teryff	•	•	•	+	+	•	•	•	–	•	•	–	•	•	•	–	–
Thoen	•	•	•	+	–	–	•	•	•	•	•	–	•	•	+	•	+
Thrand	•	•	•	•	+	•	•	•	–	•	•	–	•	•	•	•	–
Thursa	•	•	•	+	+	•	•	•	–	•	•	–	•	•	•	–	–
Utera	•	•	•	+	–	+	•	•	–	•	•	–	•	•	•	•	•
Vaagel	•	•	•	+	+	–	•	•	+	+	•	–	•	•	•	•	•
Vold	•	•	•	+	+	–	•	•	+	+	•	–	•	•	•	•	•
Wethom	•	•	•	+	+	•	•	•	•	+	•	–	•	•	•	–	–
Zuden	•	•	•	+	+	•	•	•	–	+	•	–	•	•	•	–	–
Zynholm	•	•	•	+	+	•	•	•	–	•	•	–	•	•	•	–	–

Trade Routes

Despite the Ivinian preference for maritime commerce, Orbaal's two ancient land routes are still used to connect the kingdom to the rest of Hârn.

The main connection to Kaldor is the Fur Road, which runs south from Geldeheim through Leriel to Olokand. The Fur Road is very rough, often muddy, and crosses numerous small streams and rivers that must be forded. The trail passes through Taelda and Anoa lands. The Anoa regularly threaten caravans; the Taelda seldom interfere with travelers but may solicit "gifts." More dangerous are the nomadic Nuthuk gargun and those from the colony at Ejatus.

Each spring, a large, well-escorted caravan carries furs and hides, whale products, amber, honey, and other goods from the north. The caravan consists mainly of pack animals, which can handle the trail conditions better than most carts. The Fur Caravan's arrival in Olokand is eagerly awaited and a few northerners trade their wares there before returning to Orbaal with southern goods. Most traders, however, prefer to journey on to Tashal, where higher prices and more exotic goods can be obtained at that town's great summer fair.

An even older route is Noron's Way, a rough track connecting Lorkin with Gardiren. The towering, unpredictable Noron does not welcome Ivinians and most Kaldoran merchants avoid the route because of his excessive tolls. A few traders who have cultivated Noron's friendship, or at least his tolerance, regularly lead their caravans north from Gardiren. Carts and mules carry goods across the trail's many hills and streams. Kaldoric wheat, cloth, and preserved food are traded at Lorkin for furs and amber. The gargun colonies in the Sorkin Mountains are a constant threat but travelers on Noron's Way are seldom menaced by the Taelda, who simply let Noron deal with the wayfarers.

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MILITARY RESOURCES

The military strength of any domain is roughly 30% of the Ivinian population. According to their culture, every able-bodied man is usually trained to arms; the presence of a hostile Jarin majority has not encouraged the Ivinians to abandon this tradition. Many Ivinian women also receive martial training.

Each greatclan has at least one warboat per 30 warriors; many own a longship or two but only the Taareskelds have a dragonship.

Although a lord has the right to support from his tributaries in time of war, there is no enforceable formula for the numbers or types of troops or ships required. Sometimes the vassal sends all he can, sometimes next to nothing, a dangerous policy if the lord wins his war. The table here lists naval and military potential for each settlement. In general, the huscarls are resident at the settlement proper while 75% of the militia dwell in tributary clanholds.

Huscarls

Every greatclan has a small body of elite warriors called huscarls as the backbone of its military force. Most huscarls are clan members but tributary clansmen or talented clanless warriors may also win the honor. Huscarls usually have some riding skill but only about 20% are mounted; nearly all will dismount to fight.

Militia

Unlike village militias in the southern kingdoms, those of the Ivinians are armed with sword and shield and many have armor equivalent to light foot. All healthy Ivinian males over 14 must train to bear arms; many clans allow their daughters to join the militia as well.

Few Ivinians are "professional soldiers" but they far exceed the normal quality of a local militia. Most are skillful and enthusiastic warriors, especially when pillage and booty are available. Approximately 25% of the military strength would be available in the settlement; the balance could be raised within two or three days.

Jarin Military

Most Jarin warriors are found in the three domains held by the Prince of Leriel. Although the militia is of generally poor quality (unarmoured foot), the knights and men-at-arms are well-equipped and skilled warriors.

Although the Jarin are generally forbidden arms in Ivinian domains, the lords of Arathel, Tawheim, and Wethom allow "loyal men" to serve as militia.

Thranaal	Greatclan	Huscarls	Militia	Ships[1]
Geldeheim	Taareskeld	40	160	W2, L1, D1
Ebein	Gydasael	20	50	W2
Fjaga	Staeld	10	40	W1
Shien	Hammarkel	10	30	W1
Zynholm	Saargax	10	30	W1
Arathel	Cyeen	20	80[2]	W1, L1
Pjagel	Baelinsen	10	50	W2
Vold	Maaren	20	50	W2
Wethom	Kyrodwe	20	50[2]	W2
Keiren	Galbart	40	60	W1, L1
Hjael	Erlanger	10	40	W1
Teryff	Sirajud	10	40	W1
Utera	Laksit	10	30	W1
Leriel[3]	Marwyn	40	720	None
Gwaeryn[3]	Aeryn	10	200	None
Pethwys[3]	Weymyss	20	300	None
Lorkin	Geldestaar	40	80	W1, L1
Arone	Hulthard	20	40	W2
Shese	Haidaar	10	20	W1
Marby	Serewyn	30	80	W1, L1
Antir	Fyrdael	10	40	W1
Asax	Atejaal	10	30	W1
Pled	Storzand	20	40	W2
Pyberg	Algaar	10	40	W2
Thrand	Trajaka	10	30	W1
Quimen[4]	Order of the Crimson Dancer	25	110	None
Sherwyn	Sherwyn	20	60	W1, L1
Kjen	Ekkart	10	30	W1
Thoen	Mordauk	10	30	W1
Tandir	Verakaar	30	60	W3
Gyfyn	Djagg	20	40	W2
Quiam	Burgastau	10	30	W1
Tawheim	Zwaiga	20	70[2]	W1, L1
Vaagel	Karolaan	40	60	W2, L1
Aaldem	Taaresaar	10	30	W1
Daasen	Daasen	10	50	W2
Zuden	Ruindael	30	60	W1, L1
Mul	Gurtak	10	30	W1
Thursa	Sardosk	20	40	W1

[1] Indicates the number of vessels of each type based at the thranaal. W = Warboat, L = Longship, D = Dragonship

[2] Includes one Jarin company (20 men).

[3] Jarin-held domains. Half of the warriors listed under "Huscarls" are mounted knights, the remainder are men-at-arms (medium foot). Jarin militia is often of poor quality.

[4] The warriors listed as "Huscarls" are female Agrikan knights (medium horse); those listed as "Militia" are female Agrikan light foot.

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THE JARIN RESISTANCE

When Ivinians came to conquer and colonize Jara, resistance groups sprang up in most settlements. Although there was initially very little contact between groups, a few Jarin leaders tried to organize their actions, notably Rogryn Cysemet of Quimen. The massacre of Clan Cysemet in 701 led to widespread rebellion but the uncoordinated fighting left most groups decimated or in hiding. Although the resistance effort remains fractured and disorganized, many survivors of the Jarin Rebellion are hardened, violent, and ruthless. Their effectiveness, however, is limited by their distrust of outsiders and each other; some concentrate their efforts more against Jarin collaborators than against their Ivinian overlords.

Resistance groups vary in size and capability from drunken hotheads to tough, disciplined killers. Some groups are indiscernible from bandits and in fact many brigands spout the rhetoric of the Resistance while stuffing their purses with loot. A few notable resistance groups are described below.

Aenghysa

The Aenghysa, one of the most visible resistance groups, operates mainly south of the Jahl Mountains and along the east coast. The group, whose name means "Ourselves Alone" in archaic Jarinese, has been active since 689 and was instrumental in the capture of Lorkin in 701. Led by Mikyl of Callyn, the group consists of 11 families and 38 single men; their base is at Gedan, north of Lorkin. Mikyl's main concern is keeping the group together while extending his influence.

Cheyn Mhic Cainte

The name of this group translates as "The Deep Waters of the Proud." Its 18 warriors live in a strained truce with the Aenghysa at Gedan. They consider themselves "the keenest edge of hatred" of the Ivinians and hold that "no deed is vile that furthers freedom," a philosophy that has led to much senseless terrorism and even violence against other Jarin. Led by Kavyn of Baery, their main objective is to sustain tension between Jarin subjects and Ivinian overlords.

Mikyl of Callyn and Kavyn of Baery regard each other as useful. While Mikyl worries that Kavyn's fanatical excesses will prematurely precipitate a rebellion, Kavyn sees Mikyl as overly cautious. The Cheyn Mhic Cainte detest the Jarin lords of Leriel, Pethwys, and Gwaeryn, regarding them as self-serving traitors and cowards. Those clans are often referred to by the group as "the immediate enemy."

Jara's Midwives

The name of this group stems from their goal to "help the birth of a new Jara." Its 20-odd men and women live a semi-nomadic life in the hills south of Pjagel. The frequent raping of Jarin women by the lord of Pjagel has spurred the growth of the group. Led by Toruss of Bernden, the Midwives are inspired by Ilviran mysticism and act more like a religious sect than freedom fighters. The group's recent successes coincide with the addition of a newcomer named Seryn of Marad, who may have esoteric powers at his disposal.

Heroic Jara

These patriotic brigands rob rich Ivinians around Zuden and distribute the loot to poor Jarin families. The group's dozen or so members are led by Feriac Skily, scion of a local noble Jarin family. One member is rumored to be Brigyth Cysemet, the last survivor of the Jarin lords of Quimen. The Ivinians at Zuden discount the tales but the Jarin of the area are starting to stir.

Wolves of Jara

The Wolves of Jara plague Ivinian travelers on the Fur Road between Leriel and Geldeheim. The two dozen or so members are secretly led by Cymrun Jariga, lord of the village of Tosage on the shores of Jariga Lake. A trusted supporter of Lord Felan Weymyss of Pethwys, the cunning Cymrun stokes the fires of his lord's desire to avenge the death of his sister (see page 41). The group is aided by an Uthriem Roliri guardian and her rangers.

Ghosts of Zynwenta

Lewen of Ryse, the Jarin headman of Zynholm village, is one of the few Jarin that Valhakar Melvold Saargax will listen to. Although disdained by some villagers as a collaborator, Lewen has covertly set up resistance cells to prepare for rebellion. These Ghosts of Zynwenta hold secret meetings in the woods under the cover of Ilviran religious services. The group has caches of smuggled weapons hidden in the wilds but few of the thranaal's Jarin men have the skill to use them, and fewer still have combat experience.

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ACHIEVEMENTS OF THE GREATCLANS OF ORBAAL

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AERYN, Lord of Gwaeryn
Shield: Gules, a cross crosslet argent.
Motto: *Justice.*
Registry: Gray Whale, 590.

ALGAAR, Lord of Pyberg
Shield: Argent, between two pallets gules, a spear proper.
Motto: *Reap the reward.*
Registry: Gray Whale, 674.

ATEJAAL, Lord of Asax
Shield: Purpure, a pale embattled argent.
Motto: *Death or victory.*
Registry: Gray Whale, 671.

BAELINSEN, Lord of Pjagel
Shield: Sable, on a bend argent, a wyvern erect proper.
Motto: *Ever upward.*
Registry: Gray Whale, 681.

BURGASTAU, Lord of Quiam
Shield: Argent, a cross tau sable.
Motto: *None provoke.*
Registry: Gray Whale, 694.

CYEEN, Lord of Arathel
Shield: Quarterly, 1 and 4: vert, a decrescent argent; 2: barry of four of the first and second; 3: barry of four of the second and first.
Motto: *Defend and conquer.*
Registry: Gray Whale, 677.

DAASEN, Lord of Daasen
Shield: Purpure, a fess wavy argent; in honor point a molet of five points of the second.
Motto: *By valor and arms.*
Registry: Gray Whale, 689.

DJAGG, Lord of Gyfyn
Shield: Azure, two handaxes crossed proper.
Motto: *Voyage in triumph.*
Registry: Gray Whale, 686.

EKKART, Lord of Kjen
Shield: Gold, on a fess wavy argent, a dolphin proper.
Motto: *From the sea.*
Registry: Gray Whale, 704.

ERLANGER, Lord of Hjael
Shield: Argent, a gryphon's head erased gules.
Motto: *My sword is loyalty.*
Registry: Gray Whale, 696.

FYRDAEL, Lord of Antir
Shield: Gold, two chevronels purpure.
Motto: *Never yield.*
Registry: Gray Whale, 679.

GALBART, Lord of Keiren
Shield: Sable, a saltire parted and fretty argent.
Motto: *Cold iron.*
Registry: Gray Whale, 682.

GELDESTAAR, Lord of Lorkin
Shield: Vert, on a saltire argent, a boar's head erased proper.
Motto: *Ice and fury.*
Registry: Gray Whale, 703.

GURTAK, Lord of Mul
Shield: Gules, a pale wavy argent.
Motto: *Only cowards live forever.*
Registry: Gray Whale, 688.

GYDASAEL, Lord of Ebein
Shield: Gold, a wyvern gules.
Motto: *Virtue and gold.*
Registry: Gray Whale, 692.

HAIDAAR, Lord of Shese
Shield: Party per bend sinister fold and gules, a bull's head caboshed proper.
Motto: None.
Registry: Gray Whale, 694.

HAMMARKEL, Lord of Shien
Shield: Party per pale gules and argent, an eagle rising, wings addorsed and inverted gold.
Motto: *The foremost.*
Registry: Gray Whale, 706.

HULTHARD, Lord of Arone
Shield: Gyronny gold and sanguine.
Motto: *Blood of heroes.*
Registry: Gray Whale, 700.

KAROLAAN, Lord of Vaagel
Shield: Party per bend sinister sanguine and argent, a gryphon segreant countercharged.
Motto: *Wisdom shall prevail.*
Registry: Gray Whale, 673.

KYRODWE, Lord of Wethom
Shield: party per bend vert and argent, a sea lion erect gold.
Motto: None.
Registry: Gray Whale, 705.

LAKSIT, Lord of Utera
Shield: Gules, fretty argent.
Motto: *Hammer of the Slayer.*
Registry: Gray Whale, 675.

MAAREN, Lord of Vold
Shield: Sable, a bend sinister argent; in dexter chief a canton gold with a tower proper.
Motto: *Of wind and wave.*
Registry: Gray Whale, 715.

MARWYN, Prince of Leriel
Shield: Azure, beneath a molet of eight points gold, a stag's head caboshed argent.
Motto: *We remember.*
Registry: Gray Whale, 686.

MORDAUK, Lord of Thoen
Shield: Paly of six argent and azure, a gryphon passant gold.
Motto: *Blood of the sea.*
Registry: Gray Whale, 669.

RUINDAEL, Lord of Zuden
Shield: Gold, a bordure gules, a quatrefoil of the second.
Motto: *The past cannot be changed.*
Registry: Gray Whale, 689.

SAARGAX, Lord of Zynholm
Shield: Party per fess embattled gules and argent, in honor point a crescent gold.
Motto: *Bright and resilient glory.*
Registry: Gray Whale, 677.

SARDOSK, Lord of Thursa
Shield: Sable, a lozenge gold.
Motto: *Splendor undiminished.*
Registry: Gray Whale, 668.

SEREWYN, Lord of Marby
Shield: Gules, on a fess argent, a winged lion sejant gold.
Motto: *We are the sword.*
Registry: Gray Whale, 670.

SHERWYN, Lord of Sherwyn
Shield: Gules, on a saltire argent, a thistle proper.
Motto: *Of one blood.*
Registry: Gray Whale, 667.

SIRAJUD, Lord of Teryff
Shield: Party per saltire azure and argent, a staple gold.
Motto: *No quarter.*
Registry: Gray Whale, 689.

STAELD, Lord of Fjaga
Shield: Azure, on a fess engrailed, a merman proper.
Motto: None.
Registry: Gray Whale, 707.

STORZAND, Lord of Pled
Shield: Purpure, a pile argent, a ram's head caboshed proper.
Motto: *No interference.*
Registry: Gray Whale, 687.

TAARESAAR, Lord of Aaldem
Shield: Party per pale argent and gold, a sea-horse erect vert.
Motto: *Steel and strength.*
Registry: Gray Whale, 697.

TAARESKELD, King of Orbaal
Shield: Gules, a dragon rampant gold.
Motto: *The die is cast.*
Registry: Gray Whale, 686.

TRAJAKA, Lord of Thrand
Shield: Azure, an escarbuncle gold.
Motto: None.
Registry: Gray Whale, 675.

VERAKAAR, Lord of Tandir
Shield: Gules on a bend embattled and counter-embattled, a cat-a-mountain sejant gardant erect proper.
Motto: *I direct.*
Registry: Gray Whale, 686.

WEYMYSS, Lord of Pethwys
Shield: Azure, a cross quarter-pierced argent.
Motto: *Nothing in excess.*
Registry: Gray Whale, 489.

ZWAIGA, Lord of Tawheim
Shield: Sanguine, an estoile gold.
Motto: *Perilous flame.*
Registry: Gray Whale, 700.

Format: These are shortened registry entries. Registers generally allow at least one full page for each clan.

Clans and Titles: Only clans who hold a keep or better are included. The arms shown can be regarded as "clan arms." Achievements are often modified by the addition of helms, crests, or mantling depending on the status of the individual clan member.

Registry: The college enclave and date of the most recent registration or amendment. Components of many of the achievements have more ancient associations with the clans.

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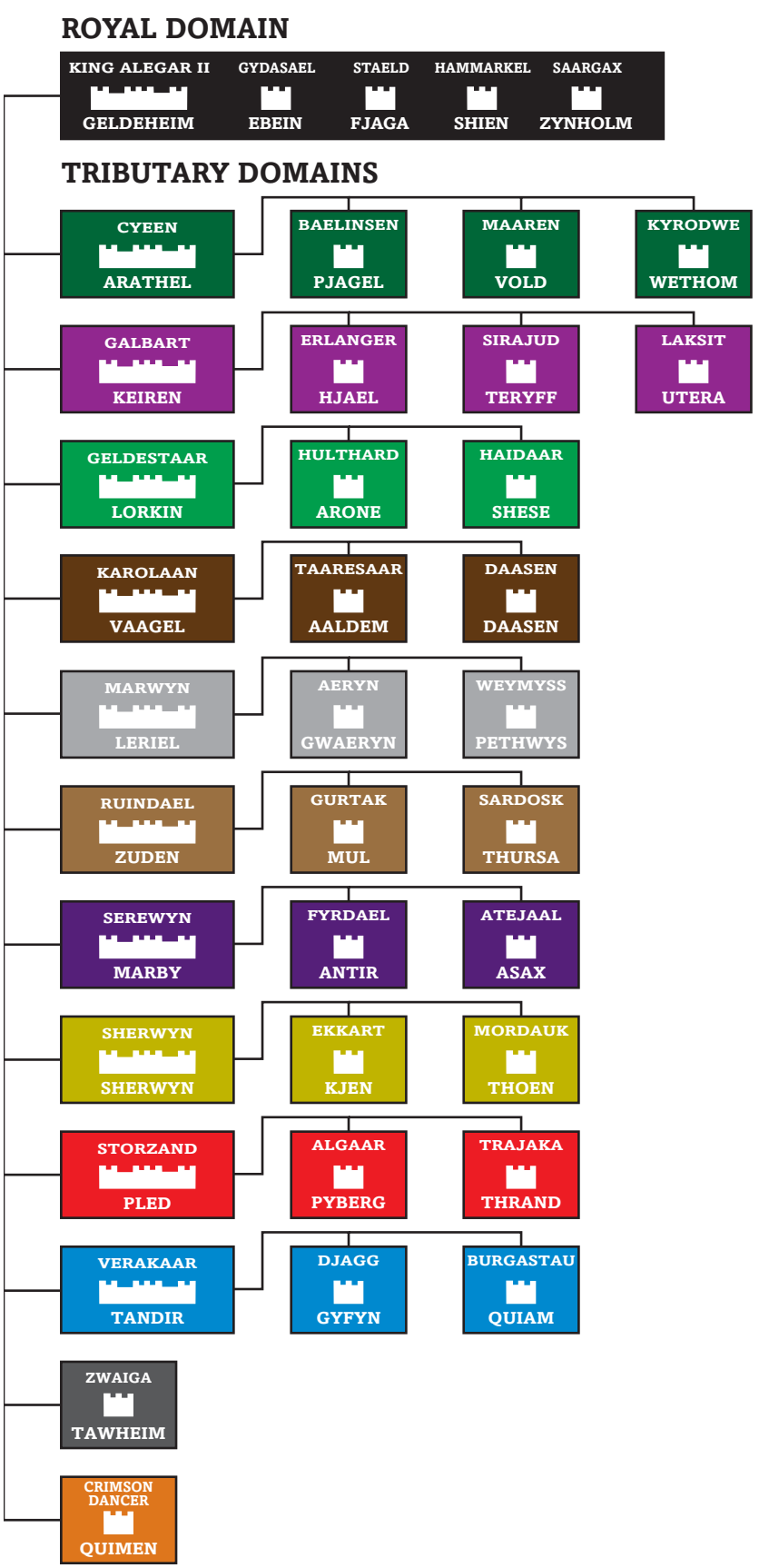

TRIBUTARY GOVERNMENT

Compared to the kingdoms of southern Hârn, the politics of Orbaal lack definition. Most Ivinian valhakars style themselves kings although all pay some tribute to Alegar II. Instead of a feudal network, there is a pyramidal structure of alliance and tribute. Within his domain, the local lord is supreme; most overlords are indifferent to matters of internal administration and are interested only in the monies, goods, and services owed in tribute.

In most Orbaalese domains, the tribute organization devolves from the major clanhold. The ruling clan usually has several minor clanholds located throughout the domain; each of these is responsible for collecting taxes and tribute from Jarin villages and paying it to the major clanhold. The ruling branch of the clan demands an arbitrary amount from each minor clanhold area; they are generally disinterested in how much is collected above that amount.

Greatclans and Thranaals

There are 38 greatclans in Orbaal. Each holds a major settlement commanded by a castle or keep. The 26 lesser greatclans pay tribute to 12 major greatclans. One major greatclan, Clan Taareskeld, is the "royal clan," which receives tribute from the other 11. The land held by each greatclan is called its thranaal.

Freeclans and Clanholds

Thranaals are sub-divided into smaller rural clanholds, some held directly by the greatclan and others by smaller tributary clans called freeclans. These clans resemble greatclans in every way except size, typically having 10 to 50 members.

Less-profitable economic activity tends to be controlled by a large number of small, landless freeclans, most of which live in the larger settlements.

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SETTLEMENT DATA

The following pages describe the major settlements in the Kingdom of Orbaal and their tributary clanholds. In addition to the settlements listed, there is an unspecified number of small rural thrans and villages.

Major Settlements

Notes on the holding clan, valhakar, history, and economics of each settlement are given. Icons indicate type of fortification and market size, which is an assessment of trade volume ranging from 1 to 9. For reference, Hârn's largest market center, Cherafir, has a market size of 6. See *Pilots' Almanac* for details.

Castle
Keep
Market Size 2
Port

Jarin Name

The original Jarin name for each settlement is noted. In a few cases, the Jarin name has been adopted by the Ivinians.

Holder

The Ivinian or Jarin clan that holds the settlement. If a clan is related to a greatclan in Ivinia, this is indicated in the notes.

Population

Orbaal's total population is approximately 7,900 Ivinians and about 65,250 Jarin. The populations given are for the main settlement and the nearby rural thrans and villages.

Tribute

The primary settlement held by the greatclan to whom tribute is paid. Although the amount of tribute and the form it takes varies, it will as a general rule amount to 10% of the clan's revenue.

Settlement Data Table

Hold and Clan

Each tributary clanhold is listed along with the clan that holds it. Most of the Ivinian population in a domain will be related to the greatclan by birth, adoption, or marriage, although a few independent small clans are usually present. An exception would be Geldeheim, where several dozen independent clans reside.

Acres (AC)

The gross "cleared" acres of cropland and pasture for each clanhold. Included in this allowance is no more than 10% hedgerows, trees, ditches, and other unproductive land. Although land use varies from one settlement to another, more than half the cleared acres are cropland; most of the rest are pasture. Most clanholds also contain significant tracts of forest that are not included under "acres." The cropland is typically divided into one third inner fields always under cultivation and two thirds outer fields, half of which annually lie fallow and are also used as pasture. Barley and rye are the major cereal crops.

Land Quality (LQ)

The average land quality of the arable land in a clanhold, compared to a Hârnic average of 1.00. Much of the land in Orbaal is below average in quality. The high fish component in the Orbaalese diet compensates for lower crop yields.

Households (IH and JH)

Clanholds are subdivided into freeholds. Most are held by members of the ruling clan but others are held by the odd small tributary freeclan. Of the Ivinian Households (IH) given, assume 80% are members of the ruling clan. The Jarin Households (JH) may be assumed to be 5% thrall, 90% serf, and 5% freeholder. The average size of both Ivinian and Jarin households is five persons, including spouse and children.

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AALDEM [H2]

Jarin Name: Mathwyn **Population:** 60/265
Holder: Clan Taaresaar **Tribute:** Vaagel

Aaldem is a garden of plenty in a land of mines and mountains. Trappers and hunters gather here in early spring to sell to traders headed for Geldeheim's large fur market. Aaldem's bountiful orchards provide delicious apples; a basket of autumn's first apples is given in tribute to Vaagel as part of the settlement's harvest festival.

The Jarin settled here in the 3rd century and discovered an ancient Khuzan copper mine to the east. A tall, thin keep was erected in 430; the builders are said to have modeled it after Ilvir's Tower at Araka-Kalai. The Prince of Mathwyn ruled until Ragnvor Karolaan conquered it in 674. He renamed the settlement Aaldem and left his brother Ormund to hold it.

The locals who were forced to toil in the mines eagerly joined a small band of rebels from Lorkin who crossed the Jahl Mountains in 702. Many Ivinians were killed but the town was retaken later that year by warriors from Vaagel led by Token Taaresaar. The Taaresaars are a branch of Clan Taaren from Menglana and distant relatives of King Alegar. The Karolaan thrangaad gave control of the village to the Taaresaars but retained the mines for themselves.

Token's son Burlni, 25, is the current valhakar. The porcine young man is not much of a warrior but has impressed his overlord and his clansmen with his scheming intelligence. Through his network of Jarin informers, he has learned that Knurri Storzand of Pled is buying potent poisons. Burlni is well aware that the Storzands are feuding with Clan Karolaan of Vaagel but has held off alerting their valhakar, Halvor, until he can figure out how to turn this to his advantage.

Last summer, Burlni and his hunting companions ran into a large band of Gargu-kyani warriors from Amekt. Gifts were exchanged and no blood was shed but the lack of a common language prevented communication. Burlni's informers say that the Kyani trade Khuzan gold for silver but no one has produced such a coin as proof. He is considering sending emissaries to establish relations with the colony but doesn't want to risk any of his huscarls.

For the past year or so, a ragged, black-bearded hermit has made his home in a cave by the Jarig Rapids. He was recently caught stealing from snares set by local youths to catch grouse. Despite being outnumbered, he easily defeated the younger men and chased them off. One of the young men, Tall Dalair, claims the hermit must be a Khuzdul looking for the lost treasures of his kind. Although most of the villagers scoff at the boy's tale, Burlni's huscarls plan to pay the hermit a visit.

Hold	Clan	AC	LQ	IH	JH
AALDEM	Taaresaar	2,490	1.01	12	53
Heimelin	Heimel	1,250	1.01	4	26
Quasede	Hulda	2,100	0.97	7	44
Tanob	Tejak	2,410	1.00	9	50

A local trapper recently found an injured young woman wandering in the mountains west of the river. The woman, Brenlyn, is now recovering from her wounds at the home of the local Trehaen and has confided in him that she is a member of the Wolves of Jara resistance group. Brenlyn claims to have been carrying an important message from Geldeheim to the Prince of Leriel when she was confronted by the king's men south of Liberheim. She escaped but was injured and pursued into the mountains. Brenlyn and the Trehaen are looking for help in getting her to Leriel to deliver the message. She believes that she was betrayed in Geldeheim and might be recognized if she went back there.

Valhakar Burlni Taaresaar

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ANTIR [I1]

Jarin Name: Symys
Holder: Clan Fyrdael
Population: 55/280
Tribute: Marby

Captured by Clan Fyrdael in 658, Antir is a settlement on the razor's edge of exploding into violence. Valhakar Arlaas Fyrdael, 33, is widely believed to be on his deathbed with pneumonia. His eldest son, Brodir, is only 9. The Fyrdael thrangaad includes the valhakar's brother Thorgils; his uncles Ulf and Sigurd; and his cousin Skule, all of whom are preparing to press their claim, forcibly if necessary.

Arlaas' uncles in particular are girding themselves for battle. Each believed he could control Arlaas when the young man was made valhakar upon his father's death in 712. Arlaas resisted their efforts to manipulate him and both have vowed to not let the position slip through their grasp again. The two men despise each other; should either claim the position of valhakar, it is almost certain to result in fratricide.

The Fyrdaels are a branch of Clan Fyrdaar from Lokemheim, one of the kingdoms that make up the pendragondom of Seldenbaal. Einar Fyrdaar, an emissary from the parent clan, recently arrived from Ijehus. Although Einar claims to simply be visiting his clan's western cousins, the fact that his stay coincides with the valhakar's illness has many suspecting other motives, including that the Fyrdaars want their junior branch to pay tribute to them instead of Marby.

Einar has discreetly offered substantial monetary support to at least two potential successors, Arlaas' brother Thorgils and his uncle Ulf. Ulf is tempted to take the offer, feeling that the continued distraction of the feud between Clan Sherwyn and the Serewyns of Marby provides an opportunity to break away. Thorgils views the offer with a more cautious eye; Ijehus is far and Marby is close, leaving Antir dangerously exposed in the likely event of hostilities.

The keep was constructed by the Jarin in 562 and is little more than a glorified manorhouse. It sits on a rocky outcrop some 20 feet above the surrounding terrain and the steep, narrow steps hewn into the stone can be treacherous when wet. The keep lacks an adequate water supply and fell to the Ivinians after a very brief siege in 658. Arlaas had begun a project of enlarging the keep's cistern to store more rainwater, but the work has languished since he fell ill.

Antir is home to a notorious crew of wreckers. On moonless nights and in bad weather, the group of Jarin misfits and outcasts light fires on the westernmost rocks that form a reef off the northern tip of the peninsula, fooling the unwary into thinking that they are safely approaching nearby Thursa or Zuden. Wrecked vessels are scavenged for any valuables, which are sold to an unscrupulous Ivinian trader in Marby. He also arranges for captured survivors to be either ransomed or sold into thralldom, taking a large cut for himself.

Hold	Clan	AC	LQ	IH	JH
ANTIR	Fyrdael	2,680	0.95	11	56
Buorn	Buorn	1,340	0.94	5	28
Daljom	Dalsyn	2,240	0.95	9	47
Gilinon	Fyrdael	1,800	0.95	7	38
Ostenheim	Osten	900	0.90	4	19

About a month ago, a ship from the Rognan thranaal of Heling fell prey to the wreckers. The ship's captain, Snaegur Hulthard, a close cousin to the lord of Heling, escaped capture by slipping into the wilderness. Having witnessed from afar the fate of several of his crew, he is wary of making his presence known. Snaegur has avoided detection but is in increasingly desperate straits and steals food from outlying farms to survive. Should Snaegur become sufficiently desperate to approach strangers for aid, he would offer a substantial reward for safe return to Heling, an offer his powerful cousin would likely honor.

Valhakar Arlaas Fyrdael

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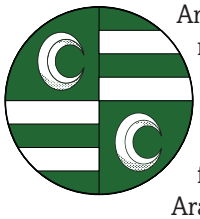
ARATHEL [G2]

Jarin Name: Arathel
Holder: Clan Cyeen
Population: 75/330
Tribute: Geldeheim



Arathel has long been a favored port for merchants seeking sea mammal pelts from the rich habitats of the Sea of Tirpal and the Afarezir Islands. Sea otters in particular are worth a small fortune: a single pelt purchased at Arathel for 12d can be sold in Chelemby for 60d and ten times that in far-off Azeryan. Arathel is also a source of high-quality jade from the Jahl and Rayesha mountains, traded mainly for iron by Ymodi tribesmen.

In 673, Arathel fell to the Ivinians without a fight after Brela Merovyne, the Jarin clanhead, was slain after challenging Jurri Canjarl, the leader of the invaders, to single combat. Jurri married Brela's sister and adopted a policy of benevolence toward his subjects. He expanded the keep, which had been built in 530, into a castle between 685 and 690.

Jurri's son Tursi has continued his father's policies and strives to maintain good relations between Ivinians and Jarin in Arathel. Like his father, Tursi married a Merovyne woman. Shortly after becoming valhakar upon his father's death in 692, Tursi declared the Merovyne and Canjarl clans to be "one people" and took the new name of Cyeen.

Tursi, 46, actively seeks new opportunities for trade. An energetic man, he is an indifferent observer of the intrigue and squabbling that seems to please the other greatclans of the kingdom. He has taken little interest in the fractious politics of Orbaal and sent only token forces on the Thay raids of 705 and 707.

Since coming to power, Tursi's main interest has been exploration and colonization. He views Hârn's northern coast west to Cape Vikod as ripe for conquest and settlement. Under his leadership, Clan Cyeen has made several unsuccessful attempts to establish colonies to the west. In 702, Tursi sent four ships to set up a seal-hunting colony in a sheltered bay at the southernmost tip of Movel Island in the Afarezirs. When Stersi Gyersen landed his ship, the *Wind Pony*, at the small settlement in 705, he found every man, woman, and child gone. The only clue to the mystery was the word "Kand" written on a door. Clan Cyeen re-established the colony in 709, this time ensuring it was well armed and protected by a stout stockade. Thus protected, the settlement prospered. When Gyersen visited the settlement in 714, however, he found it to be abandoned like its predecessor.

Attempts to colonize the shores of Morvilya Bay have also been frustrated. Beginning in 695, colonists from Arathel have attempted to hack a living out of the wilderness. In 709, Tursi sent 200 settlers to the colony of Tursik under the command of his youngest son, Zurni. Many settlers died during that year's harsh winter; those who survived were annihilated by Equani tribesmen in the spring. Discouraged, Tursi withdrew his people from the three remaining colonies along the bay.

Tursi has been quietly negotiating with several Ymodi chieftains since 716, offering an alliance against the Equani that would protect his colonies. While the offer has been tempting, the Ymodi chiefs have not yet accepted. They wonder what their own fate might be once the Orbaalese colonies are founded to their west and know that any alliance with the yellowhairs would escalate the conflict with the Equani.

Hold	Clan	AC	LQ	IH	JH
ARATHEL	Cyeen	3,070	0.93	15	66
Elfwyn	Tejaan	1,840	0.93	5	40
Fedhut	Bos	2,150	0.92	7	46
Gelor	Gelor	2,610	0.92	8	56
Herton	Hert	2,460	0.93	9	53
Ronly	Grund	1,990	0.91	6	43
Silyns	Grundak	1,230	0.90	4	26

Valhakar Tursi Cyeen

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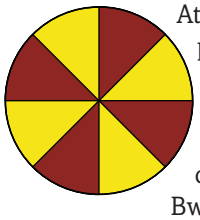
ORBAAL 26

ARONE [K2]

Jarin Name: Bwasyn
Holder: Clan Hulthard
Population: 45/320
Tribute: Lorkin



At the end of the 5th century, the principality of Lorkin was the most powerful of the many independent domains of Jara. To secure his hold over the region, Prince Berain Ochaid ordered the construction of a keep at Bwasyn, which was completed in 495.

Despite the improved fortification, the Jarin defenders proved little match for the ferocity of the Ivinian raiders who descended on the northern coast of Hârn beginning in 643. After two decades of raids, Bwasyn was captured in 663 by members of Clan Hulthard from Rogna, who renamed the settlement Arone.

The keep overlooks a fine natural harbor that offers refuge to seafarers. The area is rich in food. While the sea provides large numbers of fish, seals, mussels, oysters, and clams, the nearby river delta has an abundance of birds. Rye and buckwheat grow well in the area. The Arone Marshes feature extensive peat bogs, and reeds harvested for use as thatch are traded with settlements north of the Jahl Mountains.

Like the other settlements around the Anoth Delta, Arone suffers during the warmer months as the insect population grows explosively. Clouds of mosquitoes, blackflies, and other biting insects swarm Arone and the surrounding villages, bringing an increase in disease.

Valhakar Zaarli Hulthard is an elderly man in poor health. He remembers his youth in Rogna and has maintained friendly contact with his clansmen there. Although he pays tribute to Lorkin, he personally dislikes Taarbri Geldestaar and hopes to live long enough to see his end. Zaarli has grown increasingly obsessed with the Jarin legends about Anrist Point. He believes that bathing in the healing springs there could restore his lost vitality, but his cautious nature and the warnings he's heard about the springs' guardian, the so-called Riddlemaster, have thus far prevented him from making the journey.

For more than a decade, the marshy waterways of the Anoth Delta have been the refuge of Esobran of Geltyne, a notorious pirate. Esobran and most of his band are Jarin and they prey primarily on Ivinian ships and settlements. However, Esobran's interests are more mercenary than patriotic. He deals secretly with both the Jarin underground and certain members of Clan Hulthard, who help to shelter him in exchange for a cut of his profits.

Hold	Clan	AC	LQ	IH	JH
ARONE	Hulthard	2,850	0.90	9	64
Geldwol	Geld	1,800	0.91	4	41
Haoneheim	Haon	1,950	0.89	5	44
Mincn	Berenkaar	1,820	0.90	4	41
Pylsia	Hulthard	2,200	0.88	6	49
Soxax	Noris	2,320	0.91	6	52

When the early Jarin people came to Hârn around 1300 BT, many among them believed Ilvir had summoned them from Lythia to be his flock. Their leader, Ormanoam, founded a temple complex on Helur Island north of present-day Arone. Clerics from the *Order of Ormanoam* spread throughout Hârn and spawned numerous independent sub-orders. As these orders spread their version of Ilviranism and formed further subdivisions, Ormanoam's temple gradually declined in importance. After standing for almost 2,000 years, the temple complex was destroyed by an Ivinian raid in 658. Despite persistent rumors of treasures, exploration of the ruins has been discouraged by the presence of a number of Ivashu.

Valhakar Zaarli Hulthard

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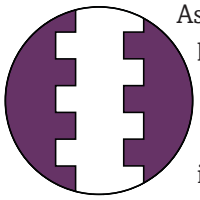
ASAX [I1]

Jarin Name: Rymaen
Holder: Clan Atejaal
Population: 75/450
Tribute: Marby



Asax was built in 609 as part of the Jarin petty kingdom of Pentiel. The relatively new keep held out against the Ivinian raiders for nearly a year longer than nearby Marby and Antir, finally falling in 659. In the four years after its initial conquest, the settlement changed hands several times before coming under the control of Clan Atejaal, a branch of Clan Tejaal from Menglana.

Valhakar Hjarn Atejaal, 51, is known for his coarse, vicious nature and uncontrolled temper. A warrior of some renown, Hjarn participated in the Rape of Thay and survived the disaster at Cape Renda. He has little patience for diplomacy and virtually no tact; he rarely hides his sneering disrespect for Mikkaar Serewyn, to whom his clan owes tribute. Mistaking Mikkaar's erudition for weakness, Hjarn relentlessly pushes the young valhakar of Marby to retaliate in the feud against Clan Sherwyn.

Sheltered to the west by mountains and warmed by the shallow tidal waters of Pentiel Bay, Asax has comparably mild weather. Agriculture is a major source of income because Hjarn ruthlessly taxes the Jarin subjects, who grow oats, barley, rye, and vegetables. The settlement's pickled radishes are a favored export.

Hjarn is greatly despised by his Jarin subjects for his violent temper and cruel taxation policies. This hatred dismays Hjarn's eldest son, Hjorl, who has fallen deeply and mutually in love with Liralyn, daughter of Cyrtiss of Fethwyl, the village Trehaen. Hjorl is considering fleeing Orbaal entirely and may attempt to convince Liralyn to come away with him to make a new life together somewhere else. Their romance has thus far gone undiscovered. While Liralyn's family would disapprove if the matter came to light, Hjarn's reaction would undoubtedly be more severe; Hjorl's status as eldest son is unlikely to save him.

Asax boasts one of Orbaal's most talented woodworkers. Molvyd of Aaltmark's beautifully carved figureheads grace numerous warboats and longships in the region. Inscribed with detailed scrollwork and tiny runes, they are widely believed to be enchanted; Hjarn credits Molvyd's work with keeping his ship intact at Cape Renda. Molvyd is somewhat reclusive and very particular about the conditions under which he will work. He is very choosy with his materials and insists on right of first refusal for any raw lumber brought into the settlement. He has been known to keep customers waiting for long periods and has refused to deliver finished works until certain tides, phases of the moon, or other unusual conditions are met.

Hold	Clan	AC	LQ	IH	JH
ASAX	Atejaal	4,200	0.97	15	90
Bostad	Bost	2,520	0.95	9	54
Ebonheim	Vabaar	1,680	0.95	6	36

An extensive cave complex in the mountains two leagues south of Asax was once used by an early Ilviran sect; the walls are adorned with bizarre carvings and paintings related to the group's beliefs. Inhabited by bears for centuries, the caves have recently become home to a handful of Jarin from Asax who fled Hjarn's homicidal fury. Five men currently occupy the caves, one having been there for nearly three years. Although the valhakar has offered a reward for the outlaws' capture, the local villagers still give them aid. Once each tenday or so, one of the outlaws sneaks into the village to procure food or goods they cannot forage or make for themselves. Superstitious and fearful of the strange echoes occasionally heard from the deeper passages, the refugees have not explored the complex any further than the chambers closest to the entrance.

Valhakar Hjarn Atejaal

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ORBAAL 28

DAASEN [H2]

Jarin Name: Kyloryn **Population:** 80/415
Holder: Clan Daasen **Tribute:** Vaagel

Valhakar Harsin Daasen, 28, is known as something of a fool. His actions have turned many residents of the thran, Jarin and Ivinian alike, against him. His heavy-handed "justice" and proscription of the Ilviran and Siemist faiths have led to resentment and whispers of rebellion among his Jarin subjects.

Harsin has alienated many of his own clansmen by eschewing the traditional thrangaad, instead giving every family head one vote regardless of how many wives he has. Some intrigue to replace him, looking to his brother Tharl instead. Despite Tharl's intelligence, he is seen as unfit because of his physical deformities, the result of a savage bear attack.

Kyloryn enjoyed prosperity in the 5th century but its fortunes declined when the last copper mine was exhausted around 500. A watchtower was erected in 487 and later strengthened as a reaction to the establishment of the kingdom of Cythael to the north.

After capturing Vaagel in 670, Clan Karolaan demanded tribute from Kyloryn but was refused. A warband led by Kelsi Daas, a Menglanan, took Kyloryn in a short, violent battle in 673. Kelsi adopted the name Daasen for both his new clan and his new keep. In 702, Jarin rebels burned most of the Ivinian clanhouses before being routed and driven into the hills.

Fishing and trapping sustain Daasen. Although the narrow valley provides little room for farming, the fields provide adequate grain and grazing for cattle. The thran is also known for its pears, which are used to produce a sweet perry that is favored all along the Jarig River and Vaagesfjord.

In an arrangement dating back to its founding, Daasen pays only token tribute to Vaagel of one bearskin each year. In return, Clan Karolaan have rights to all minerals and metals on Daasen lands, although none of the mines have proven to be productive.

Harsin has the usual contingent of huscarls and can muster a sizeable militia of his clansmen. Clan Daasen has never failed to follow the summons of the Karolaans to war and viking.

Sondre Dalin of Dalinheim boasts that he is the only man alive to have seen a winter sunset from the top of Mount Aelenwe, the highest peak in Orbaal. Although some are skeptical of this boast, few doubt that Sondre is one of the best and most daring skiers in Orbaal.

Hold	Clan	AC	LQ	IH	JH
DAASEN	Daasen	3,940	0.99	16	83
Dalinheim	Dalin	1,690	1.00	7	35
Mideg	Daasen	3,380	1.02	14	71
Nulwy	Maartok	2,250	1.00	9	47

In addition to being a talented athlete, he is a skilled woodcrafter. His skis are highly sought after but he makes only a few pair each year.

Two years ago, Sondre undertook a pilgrimage to Mount Ilbengaad in the Ivinian kingdom of Eldeskaal. Although his envious neighbors claim that he only went for the opportunity to race down the holy mountain, Sondre refuses to discuss his experiences there or how he got the scars on his face. Knutir, the 10-year-old son of Tharl Daasen, greatly admires Sondre and has been allowed to accompany him on short trips. Last year, Sondre crossed the Jahl Mountains to Leriel and back during the late winter, a feat believed to be unmatched. Sondre claims that the mountains are safer in winter because the gargun stay inside their caves.

Valhakar Harsin Daasen

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EBEIN [H2]

Jarin Name: Alyne
Holder: Clan Gydasael
Population: 90/570
Tribute: Geldeheim

Valhakar Myrvolde Gydasael, 58, is a sleek, glib man who devotes his energies to toadying to King Alegar II. He uses his meek demeanor to lead the king to dismiss any thought of him as a threat. Although Myrvolde considers himself to be the king's confidant and superior to the other greatclan valhakars, few of his peers respect him.

Myrvolde managed to avoid both raids on Thay. He suffered an attack of gout in 705 and was on pilgrimage to Kyriheim in 707. Given that he is in excellent health and shows no more piety than average, whispers of cowardice swirl behind his back. He pays no mind to those who question his courage.

Ebein's proximity to Geldeheim enables Myrvolde's frequent presence in Alegar's hall. He attends many hunts and feasts and is quick to laugh at the king's jokes. His generosity during these visits has led his detractors to whisper that he is trying to buy back his honor.

Myrvolde's own clansmen have not seen themselves enriched by his activities in the royal hall and are already planning his succession. His son Taebaal is seen as a promising leader and some members of the Gydasael thrangaad would not be saddened by Myrvolde's death.

Ebein is one of the older settlements on the Geldesfjord. Established by fishermen centuries ago, the village sprawls across the neck of a peninsula jutting out into the fjord. Guards at the lookout tower near the tip keep a pyre burning at night and on foggy mornings. This navigational marker, called the Alyne Light, is as old as the village itself. Mariners consider it the welcome sign of the last stretch in the journey to Geldeheim.

The Jarin houses in the village are scattered like tossed pebbles around the beaches to the north and south of the old keep. The keep dates back to 528 but the settlement has existed far longer. The Gydasaels captured the area in 665 and have had little trouble with the locals. The thranhold is fortified in the typical Ivinian manner and other Ivinian clans have settled along the northern beach, often displacing the original inhabitants.

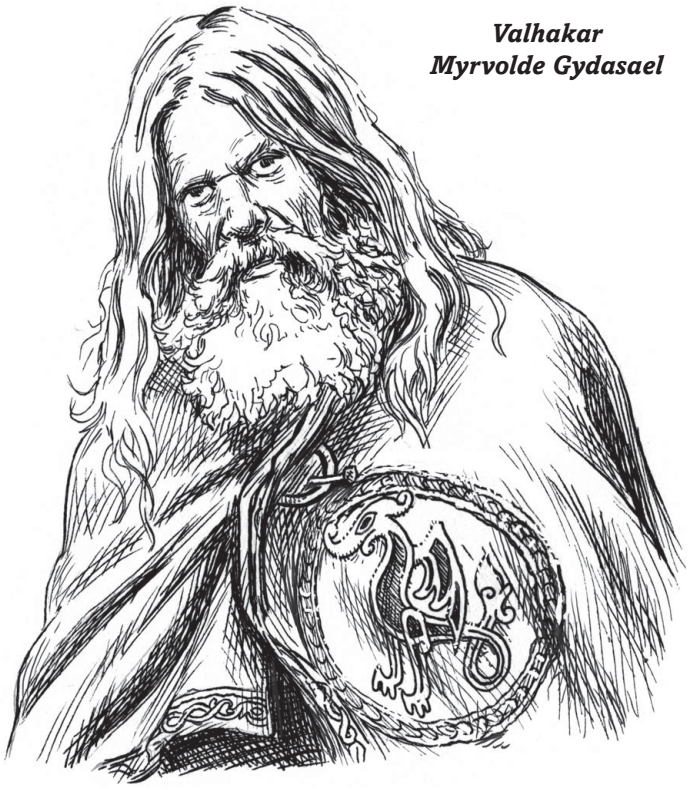
Despite its low-quality lands, the thran is relatively wealthy due to the fjord's bountiful waters. Fishermen harvest mollusks as far north as Nass Bay and aggressively protect their beds and trap lines from any poachers. Others take birds and eggs from the cliffs that line the fjord; small lean-tos provide the gatherers with shelter from sudden storms.

Hold	Clan	AC	LQ	IH	JH
EBEIN	Gydasael	5,280	0.90	18	114
Delby	Baelin	3,300	0.92	11	72
Fjorn	Raldar	2,640	0.92	9	57
Konig	Konig	1,980	0.87	7	43

Myrvolde's beautiful daughter Rulyne is considered one of the more desirable maidens in Orbaal. She has little interest in marriage and wishes to join the *Order of the Crimson Dancer* at Quimen. Myrvolde seeks to dissuade her from adopting a foreign faith and actively campaigns for suitors to visit. He would rather see her an acolyte of the *Cult of the Elkyri* in Kyriheim than let her turn from the ways of her ancestors.

Rulyne's suitors, including Melvold Saargax, lord of Zynholm, are less deterred by her wishes than they are by the exorbitant brideprice set by her father. Myrvolde set the brideprice a few years ago, seeing it as appropriate for the daughter of such an important clan. He now regrets setting it so high and is considering lowering it but needs to do so without appearing to back down.

A herald from a Menglanan greatclan has been staying with the Gydasaels in recent months and rumors of royal suitors have swirled around the thran; Myrvolde deeply wishes to negotiate a betrothal contract with this powerful clan.



Valhakar Myrvolde Gydasael

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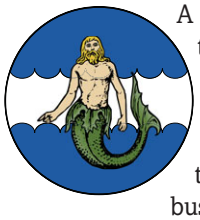
ORBAAL 30

FJAGA [H2] 1

Jarin Name: Cwessyl **Population:** 55/200
Holder: Clan Staeld **Tribute:** Geldeheim



A settlement has been on the site of the current thran for hundreds of years. Established at the mouth of the Geldesfjord as a safe haven for ships, the village has grown to include tradesmen and fortifications. Today, this bustling little port is filled with the sights and smells of returning fishing boats, rendering whale oil, and clanging hammers.

The original Jarin keep was constructed by the Prince of Lethwyn in 512 and sheltered a small market known as Cwessyl. Its inhabitants were known for collecting the cargoes of ships that foundered on the Raze Rocks, as well as the corpses of their crews. This custom is still practiced today although the townspeople find fewer sailors to save than before the invasion.

The Ivinians stormed the keep in 666. Jarin legends say that the Lord of Cwessyl, despite three mortal wounds, retreated to Rylsture (now Turenborg) and made a last stand against the pursuing vikings. After slaughtering Cwessyl's defenders, the Ivinians ruthlessly demolished parts of the village to build their fortified thran. The ancient hillfort became a cattle pen and a source for building materials as the invaders established themselves.

The attack was led by Poraan Staeld, a cousin of the Taareskelds. In addition to being a formidable warrior, the young Poraan was an active, industrious man who set about making the thran profitable and well defended; he was thorough in subjugating the Jarin inhabitants.

When Poraan perished in the Cape Renda disaster, his son Albyn was selected to succeed him as valhakar despite being untried at the age of 17. Albyn endeavored to prove to himself and others that he was cut from the same cloth as his father. Now 30, Albyn is more mature and less obstinate than he was as a youth but no less clever or vigorous. He continues to develop the economy of the thranaal while subtly battling Melvold Saargax of Zynholm for the king's favor.

The thranaal's economy is centered on the seal hunters and egg gatherers who scavenge the cliffs. Small camps shelter these hunters from the elements as they collect and clean their catches. These camps are easy to find by following the plumes of greasy black smoke and the strong odor of drying seal meat.

Fjaga sits along the old Coast Road between Gyfyn and Geldeheim and is home to a few remaining traders and tinkers who move their goods by pack mule to the inland thrans.

Hold	Clan	AC	LQ	IH	JH
FJAGA	Staeld	2,040	0.85	11	40
Aarnholm	Aarn	950	0.79	5	19
Dergen	Staeld	1,090	0.87	6	21
Swey	Rindaar	1,020	0.85	5	20
Turenborg	Turen	1,700	0.91	9	34

Yngvar Staeld is the wealthiest fisherman in the thran. His three niviks travel to the rich banks of cod off Hutheng Island several times a year. He is reckless in defending his fishing area and quick to attack boats that come near his nets. He is demanding of his captains and crews, who fear him so much that they don't dare return to Fjaga without full holds. Accidents are common and Yngvar is always looking for new crewmen.

Thuinn Island northwest of Fjaga is home to an ancient hillfort that has been abandoned for centuries. The island is an easy trip from Fjaga but is avoided by most sailors. It is rumored to be home to all manner of strange, dangerous creatures. Ivinian youths dare each other to spend a night there alone as they come of age; the fact that some have not returned only adds to the mystery.

Valhakar Albyn Staeld

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GELDEHEIM [H2]

Jarin Name: Lethwyn **Population:** 285/470
Holder: Clan Taareskeld **Tribute:** Menglana

Geldeheim sits on the south shore of the Geldesfjord and is ruled with an iron fist by King Alegar II of Clan Taareskeld. Although Geldeheim isn't the largest settlement in the kingdom, it does have the most Ivinian residents.

The area has been settled since about 300 BT. Before the Conquest, Lethwyn was the largest Jarin coastal settlement. Despite its impressive fortifications, Hagined Taareskeld crushed the Jarin defenders in 667 and established Geldeheim. After rebuilding the castle and annexing or conquering the neighboring lands, Hagined proclaimed the Kingdom of Orbaal in 686; his clan has managed to hold the crown ever since. Geldeheim is governed by the king and his lieutenants. A small, poorly organized council of the wealthier Jarin advocate for their people with the king but are rarely successful.

Seafaring merchants travel between Hârnic ports and those of Ivinia, Trierzon, and beyond. High-quality wool and linen cloth, metal implements, large commercial items like millstones, and more exotic items can often be found in Geldeheim's market. Some foreign goods are sent on to markets in Rethem.

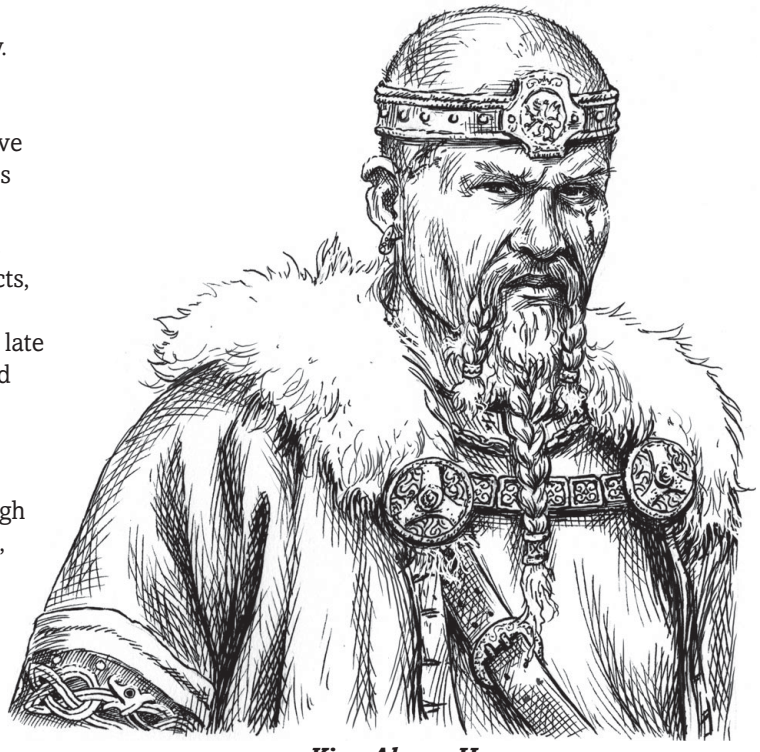
Coastal trade flourishes among the Orbaalese settlements, and shipbuilding is an important industry. Geldeheim is home to Hârn's most skilled shipwright. Baltasar Taareskeld uses his royal connections with impunity as his factors buy the best materials and leave other craftsmen to scrabble after what is left. His ships are very expensive but sturdy and always fast.

After the annual spring Fur Fair, a caravan leaves Geldeheim to carry furs, copper, amber, whale products, and other exports south along the Fur Road through Leriel to Olokand and Tashal. The caravan's return in late summer brings much-needed salt, dyes, fine cloth, and other products of the southern kingdoms.

Despite unrest of many sorts throughout the kingdom, Geldeheim itself is mostly calm, a situation enforced through cruel and public oppression. Although they still outnumber the Ivinian residents of the town, most of the Jarin tend to keep themselves to the outlying villages. Ivinians arriving since the Conquest have expanded the town north along the Fjaga Road.

An earthen fort one league west of Geldeheim marks the location of Annwyn, the center of a tiny kingdom that existed until the middle of the 5th century. In 437, the last ruler of Clan Allythen came to the throne of Annwyn. His name is forgotten but he was a fanatical Ilviran who is said to have built a great temple and attempted to impose his vision of Ilviran theology on his subjects by oppression and violence. It is said that he used Ivashu in his rites and there are dark legends of human sacrifices and victims taken by the "slayers from the loam." The ultimate fate of this last king and his sect is unknown and Annwyn is now no more than earthen mounds avoided by most Jarin. The disappearance of occasional groups of treasure hunters, the most recent in 718, has enhanced the place's grim reputation.

Hold	Clan	AC	LQ	IH	JH
GELDEHEIM	Taareskeld	6,360	0.91	57	94
Anakaryn	Anaka	3,500	0.93	13	75
Bernheim	Bern	2,870	0.91	11	59
Elgen	Elgen	4,140	0.91	15	88
Hjaen	Hjaen	1,910	0.89	7	41
Liberheim	Suraala	1,590	0.90	5	34
Pergen	Pergen	3,820	0.92	12	81
Seldholm	Seld	2,230	0.91	9	48
Vakem	Vakem	3,430	0.93	13	74
Zynbern	Hurnal	1,990	0.92	6	42



King Alegar II

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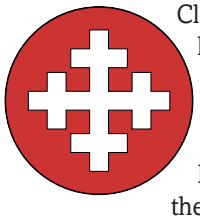
GWAERYN [H3]

Jarin Name: Gwaeryn **Population:** 30/335
Holder: Clan Aeryn **Tribute:** Leriel



Clan Aeryn is one of the three major Jarin landholding clans in Orbaal. Symael Aeryn, 49, inherited the lordship of Gwaeryn upon the death of his father in 698. His wife is the youngest sister of Prince Eamonn Marwyn of Leriel, and they are regular guests in his hall. Symael has a gentle, soft-spoken manner and takes a personal interest in his subjects. He has little respect for fanatical Jarin patriots and believes that the Ivinians will eventually be assimilated into Jarin society. To this end, he has invited several clanless Ivinians to settle in Gwaeryn.

In 715, Symael's youngest son, Sursyl, left Gwaeryn and joined the fanatical Cheyn Mhic Cainte. Sursyl was disillusioned with his father's attitude toward the Ivinian conquerors and believed that attempting to deal with the northmen through patience and political intrigue was simply a means of disguising cowardice. Although he participated in several "terrorist" acts, he parted company with the group in 719 after a dispute over a plan to assassinate his eldest brother, Rogryn, and leave evidence pointing to Ivinian complicity. Sursyl sent a warning to his brother and fled to escape retribution from his fellow rebels. Now 24, Sursyl lives at Noron's Keep, masquerading as a woodcrafter. Rogryn eagerly seeks any news of his brother's fate. Symael does not speak of his missing son; his wife Mairyd finds solace in caring for their two young foster-daughters, twin girls from the smaller Clan Ryse.

The original tower of Caer Gwaeryn, built in 388, forms one corner of the fortifications, which Symael began upgrading in 716. Work is progressing slowly due to financial difficulties.

Pilgrims traveling to Araka-Kalai from Leriel often spend a day at Gwaeryn's temple of the *Order of Sudelrhynn the Bearer of Loam*, praying for guidance before setting out on the hazardous journey along Ilvir's Trail. The town holds an afternoon market during pilgrimage seasons, peddling a variety of icons and mementos dedicated to the Brooder. Most residents of Gwaeryn are of the Ilviran faith. A mendicant Peonian priest is currently residing with one of the households.

Among Gwaeryn's exports are a variety of brandies produced by local clans from wild-growing fruits and their own cultivated plots. These superb liquors are highly sought after in Leriel and Kaldor. Guests of the lord are treated to samplings from the caer's well-stocked cellar. Symael is fond of hunting the wild mountain sheep that roam north of Gwaeryn. Adventurous visitors are often invited to accompany him on these excursions.

Hold	Clan	AC	LQ	IH	JH
GWAERYN	Aeryn	2,740	1.03	6	67
Caerol	Ryse	1,180	1.02	0	32
Thenul	Gedmyn	2,350	1.04	0	61
Wyls	Meyse	1,570	1.01	0	42

Other exports include carefully worked leather goods, hides, woodcrafts, honey, and herbs gathered from the forests and meadows. Over the winter, men artfully carve bones and antlers into jewelry and household items while women create warm, felted cloth to fashion into clothing, rugs, and tents. Nearby Ymodi bands regularly come to trade in Gwaeryn; jade acquired from them is sold on to traders bound for larger markets. Symael has an understanding with a few Ymodi bands to provide mutual support against gargun attacks.

In the hills a short trek from Gwaeryn lies one of Hârn's largest Jmorvi chantries. Members of the chantry are engaged in esoteric research and take great pains to remain discreet; very few residents of Gwaeryn are aware of its existence. Lord Symael knows of the chantry but maintains their secret for his own reasons. The stream of pilgrims passing through Gwaeryn to and from Araka-Kalai helps to mask the movements of Shek-Pvar.

Lord Symael Aeryn

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GYFYN [G1]

Jarin Name: Gyfyn
Holder: Clan Djagg
Population: 60/590
Tribute: Tandir

If bloodline was the only criterion for kingship, Clan Djagg, a branch of the royal Clan Dagen of Ibanvaal, could be masters of Orbaal. As it is, they hold only Gyfyn. They are resentful of this lesser status and seek to expand their domains.

Gyfyn was the last keep on the Akag Peninsula to remain in Jarin hands. The keep was built in 561 as part of the principality of Tyralyr. When Kaari Verakaar's alliance broke apart after taking Tandir, he offered tribute to King Isselsen of Ibanvaal for help in conquering Gyfyn. Eager for new lands, Isselsen sent his nephew Mukrisen Djagg and three warboats. When Mukrisen took the keep from Prince Emon Llerwyn in 671, he swore his loyalty to Kaari and paid tribute to his uncle and to Clan Verakaar.

Mukrisen's son, Isselsen Djagg, was an enthusiastic supporter of Alegar II and fell in battle during the Rape of Thay. His son Jurri, 43, is the current valhakar and lord of Gyfyn. He distinguished himself during the Jarin Rebellion by using himself as bait in a trap that wiped out the rebel forces on the Akag Peninsula. Jurri hopes to use the animosity between his overlord, Bjan Verakaar, and King Alegar to advance his clan's fortunes.

Gyfyn Keep is located on a cliff that drops 200 feet to the beaches below. The switch-back trail carved into the side of the cliff is barely wide enough for mules; most goods are hauled up by thralls. The land around the thranhold is poor and windswept. Jarin legends say the only reason any crops grow at all is because the earth is warmed by a sleeping dragon beneath.

Gyfyn's many expert sealers travel as far as Bijö Island, Peran, and the Afarezirs in search of animals. In 717, an attempt to colonize Movel, one of the Afarezir Islands, failed due to poor weather and insufficient support; another voyage is planned for this year.

In preparing for the upcoming expedition to Movel Island, Jurri sent his son Mukrisen to Ibanvaal last year to recruit warriors and settlers. King Osidar Dagen allowed only a few lesser families to join Mukrisen but also sent one of his huscarls, an arrogant and crafty man named Stormar. Jurri resents Stormar as Osidar Dagen's spy and has clashed with the man more than once. Stormar plots to betray Jurri to Bjan Verakaar and take his place.

Orth, the island just offshore of Gyfyn, is said to hold the lair of an aquatic, eel-like Ivashu. The creature is known for snatching a single crewman, never more, from the decks of ships and boats that travel too close. Local captains are careful to steer well clear of the island and the place is shunned by the villagers. Figan of Garryth, a Jarin outlaw, maintains a hideout in a cave on the island. Among the items of loot he keeps here is a silver and emerald pendant that once belonged to Tesla Geldestaar, one of King Alegar's wives.

Hold	Clan	AC	LQ	IH	JH
GYFYN	Djagg	5,180	0.94	12	118
Aafern	Djagg	3,020	0.91	7	69
Axsult	Reskart	2,450	0.92	5	56
Ejaheim	Aaldaar	1,730	0.89	4	39
Kaerheim	Kaer	2,020	0.93	4	46

One of Jurri Djagg's prized possessions is a golden torc once owned by Prince Emon Llerwyn, the last ruler of Tyralyr. He wears the torc, which is fashioned in the shape of two dragon heads, during feasts and ceremonial occasions but otherwise keeps it safely locked away. A pair of ravens often perch on the roof of the keep, which the Djaggs interpret as a sign of Sarajin's favor. The clan believes the torc attracted the ravens and consider it to be their lucky charm. The local Jarin scoff that the birds are more likely drawn by the entrails the cook regularly leaves out for them.

Valhakar Jurri Djagg

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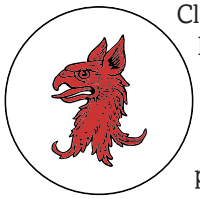
ORBAAL 34

HJAEL [H1] 1

Jarin Name: Powythys **Population:** 85/580
Holder: Clan Erlanger **Tribute:** Keiren



Clan Erlanger is a branch of clan Erlang from Helgeby in Gelemar, one of the member kingdoms of the pendragondom of Seldenbaal. Like their relatives back in Ivinia, the Erlangers are proud and warlike.

Hjael was built by Jarin settlers in 502 to guard the southern approach to the kingdom of Fythael. The keep holds an easily defended position on a cliff guarding a river crossing. It was taken by surprise in 674 after several failed attempts during the previous decade of Ivinian raids.

Sweyn Erlanger, 62, became valhakar in 701 after his father was killed by Jarin rebels. During his first years as valhakar, Sweyn spent the summers raiding and exploring but in recent years has led his roisterous war band in search of Jarin rebels in the mountains to the south. No rebels have been found and his men have started grumbling about these pointless expeditions. When one of his huscarls remarked that he would prefer the risk of raiding Rogna itself to stepping in mud and manure next summer, Sweyn did not rebuke the man but sighed and agreed that such an adventure would be something worth dying for. Iskur, Sweyn's oldest son, fears the old fool will bring ruin upon his clan and watches his father closely.

A league east of Hjael are the ruined walls of what the Jarin believe was the tower of one of their princes. In reality, they are the foundation of a Khuzan watchtower from the Codominium with intact lower levels.

In addition to their extensive grainfields, Clan Erlanger also owns large herds of sheep that graze in the mountains south of the thran. Over the last two years, several sheep have been found partially eaten and with their throats crushed. One of the herdsmen has gone missing as well. The valhakar has offered a reward of 100 silver pennies to whoever slays the foul beast responsible and brings back proof.

The coastal clanhold of Lenud is the home of Riwyll of Dyrra, a Jarin bard. Although he is mostly known for his updated renditions of traditional epic poems such as "The Spear of Albarra" and "Ormanoam's Gift," he also crafts shorter, more amusing songs appropriate for singing at inns and village gatherings. Riwyll travels around the kingdom in summer accompanied by his two apprentices. They usually avoid settlements where the Jarin are heavily oppressed but are welcome guests of the Cyeens of Arathel. One of Riwyll's apprentices, Jila of Locair, is secretly a member of the Aenghysa. Like many of the more conservative Jarin, Jila feels Riwyll flouts tradition by altering the sagas and that his skill would be better spent reciting the old masterpieces in their original form.

Hold	Clan	AC	LQ	IH	JH
HJAEL	Erlanger	5,300	0.95	17	116
Jalon	Abjal	2,130	0.94	7	46
Lenud	Harab	3,190	0.94	10	70

Along the trail a few leagues southeast of Hjael, travelers can spot a cave opening about 30 feet up the cliff. Local legends call the place the "Mouth of Twyll" and say it once was the lair of an evil sorceress by that name. Although most Jarin shun the place, a few brave adventurers have tried to explore it; many have not returned. The cave visible from the trail is simply the first of many chambers but no one knows how extensive the complex is.

Valhakar Sweyn Erlanger

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KEIREN [H1]

Jarin Name: Fythael
Holder: Clan Galbart
Population: 70/750
Tribute: Geldeheim

Although the land around Keiren is flat and excellent for cultivation of grain, the settlement is more known as a center of seal hunting. The Jarin have a long tradition of harvesting seal along the nearby shores; since the coming of the Ivinians, Keiren has become the staging ground for longer expeditions. Ships from Keiren travel to coasts near and far. Most of the furs are shipped on to Geldeheim for sale, while much of the blubber is brought to Keiren in barrels to be rendered into oil. During the off-season, the sealers are the core of Keiren's busy fishing fleet.

Keiren boasts many skilled Jarin craftsmen and their exports have brought wealth to Clan Galbart's coffers. In return, the Ivinians have treated the Jarin population fairly; few of them think of rebellion. With the backing of members of the Galbart thrangaad, leaders in the Jarin community have suggested establishing militia companies from these loyal Jarin men but Valhakar Pjersi Galbart sees no need.

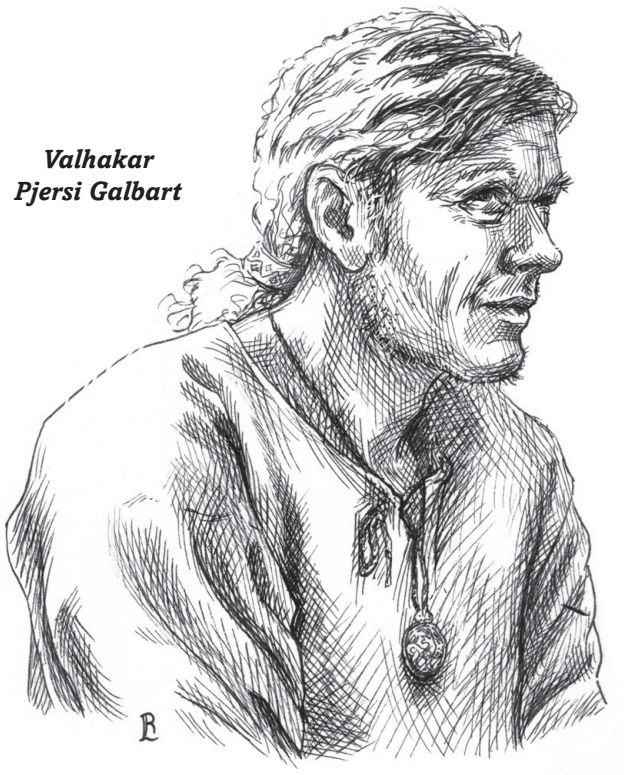
The Jarin prince of Fythael built a wooden keep here in 518 as his seat. Clan Galbart captured the keep on a dark, rainy night in 664 by killing the unprepared sentries and raising ladders to the roof. The keep was upgraded to a stone castle in 698. During the Jarin Rebellion a few years later, Beregaar Galbart brought mercenaries from Menglana to quell the uprising and established ties with Clan Stahler at Vulenheim.

Pjersi, 31, is a simple and peaceful man. He is heavily influenced by his more clever younger brother, Raalir, who has established important ties by marrying the daughters of two members of the Galbart thrangaad. During his visit to Vulenheim last summer, Raalir also married Kyli Stahler, a niece of Torfi Stahler, a respected member of that clan's thrangaad. Raalir plans to succeed his brother one way or another and seeks to gather sufficient support in the thrangaad.

Most able-bodied men of the Ivinian population are employed as huscarls, although Pjersi seldom leads them to sea on raids. The dozen or so young Ivinians from Menglana among Pjersi's sworn warriors have begun talking about returning to their homeland to help counter the threat of an Ibanvaaler invasion. Seeing that losing these men would weaken his brother's position, Raalir has sought to subtly encourage their departure.

Hold	Clan	AC	LQ	IH	JH
KEIREN	Galbart	6,580	0.98	14	150
Alenheim	Nordaan	3,880	0.96	8	89
Fuhra	Galbart	4,180	0.99	9	96
Hapelund	Hape	5,070	1.01	11	116
Kom	Tharik	4,480	0.95	9	103
Tonil	Galbyn	5,670	0.98	12	130

The Jarin of the thranaal have been whispering about a recent encounter between the smith of Kom, Nydest of Marwyl, and Lovain of Graed, the leader of a resistance group known as the "Sons of Murach." When Lovain demanded that Nydest make swords for him and his men, Nydest pulled a heavy broadsword from its hiding place and tossed it to the rebel leader, saying "Can you wield this, then?" After Lovain took a few awkward swings, Nydest grabbed the weapon from his hands, saying "A princely weapon this is and I sense little of the prince in you." Lovain left in anger and the villagers fear he means to return and harm the old smith. Nydest refuses to say more about the sword but the rumor is that it once belonged to Clan Darmyd, the last Jarin rulers of Fythael.



Valhakar Pjersi Galbart

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ORBAAL 36

KJEN [K1] 1

Jarin Name: Asamyn
Holder: Clan Ekkart
Population: 55/230
Tribute: Sherwyn

Valhakar Avaarl Ekkart, 56, loves the sea and hates Clan Sherwyn. Like the Sherwyns, Clan Ekkart are avid pirates. Avaarl is avaricious and violent and has no qualms about capturing merchant vessels or raiding fishing villages.

The lord of Sherwyn has recently demanded a full quarter of the loot that the Ekkarts take through these raids. Rightfully claiming that this demand was unprecedented, Avaarl refused to pay after taking one particularly well-loaded merchant ship. The Sherwyns responded by withholding a shipment of salt that the Ekkarts had purchased until the matter was resolved, with interest.

Avaarl reluctantly pays tribute to Sherwyn and schemes with the Mordauks of Thoen to rebel against their mutual overlord. Kjen and Thoen are on Kereva Island in the Balaka archipelago, far enough away from Sherwyn that Avaarl thinks he has room to maneuver.

With his efforts to suborn the weak-minded Turvald Mordauk well underway, Avaarl still feels he needs more protection against the bloodthirsty Sherwyn. He has offered tribute to the Serewyns of Marby for their support. Sherwyn is the only source of salt in the area but Avaarl sees the lord of Marby as a potential source of both the valuable mineral and mutual support against Clan Sherwyn.

Avaarl has also contacted Clan Geldestaar through his niece Alasyn, one of Taarbri Geldestaar's wives. He knows that the Geldestaars would be a powerful ally but is concerned about the price they might demand for their assistance. Avaarl knows he must be careful dealing with Taarbri or risk replacing the problem he has with Venril Sherwyn with another just as bad.

Clan Ekkart is in a good position to defend itself in case the Sherwyns attack. The clan's huscarls are veterans and its militia well trained. The clan's sole warboat, *The Shark,* is Avaarl's pride and joy. It is kept in the highest state of repair and Avaarl boasts that she can out-sail any other craft around.

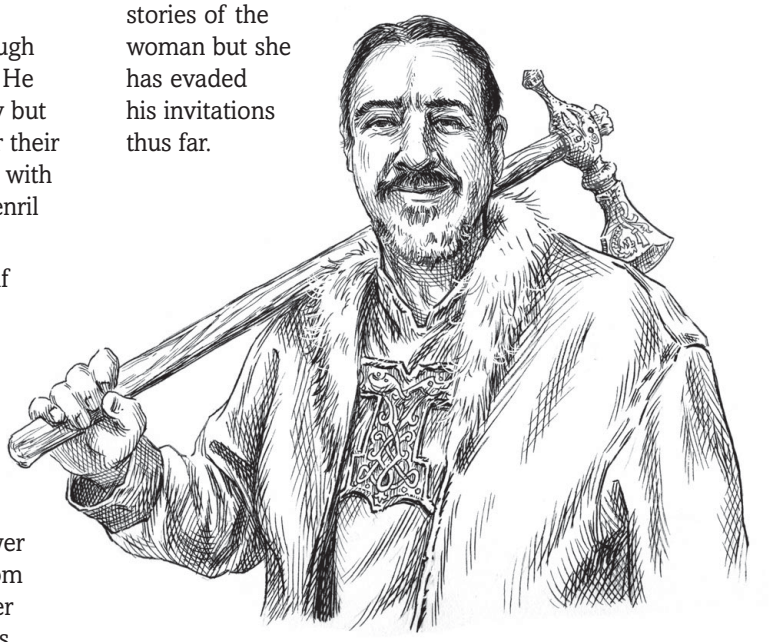
The keep is one of the newest in the area. Built in 633, it was captured intact in 659 and has been well maintained ever since. Its small stone tower overlooks both the landing beach and the village from a stony spit that sticks out into the harbor. The tower is damp and cold when the wind blows and Avaarl is constantly seeking ways to fight the drafts.

Hold	Clan	AC	LQ	IH	JH
KJEN	Ekkart	2,170	0.87	11	46
Dalenst	Ekkart	1,630	0.88	5	34
Lorin	Lorin	1,080	0.85	4	23
Rynik	Rynik	700	0.84	2	15
Sheljab	Balon	780	0.84	3	16
Talenheim	Talen	1,400	0.86	5	30

The tin mine near Talenheim is key to Avaarl's plans. He hopes to finance his breakaway from the Sherwyns through the sale of tin ore that he has under-reported for years. He is careful to disguise the sale and shipment of this ore since he knows that the Sherwyns' retribution would be swift.

Kjen profits from trading the prized white pelts of the lute seals that come to the many small islands nearby in early spring to birth their pups. Its fleet also harvests great amounts of cod, halibut, and herring, much of which is salt-cured and exported.

A beautiful, dark-haired woman calling herself Lyreen recently arrived in Kjen on a trading ship. The captain claims she paid handsomely for passage from the island of Tarkain. Accompanied everywhere by a man she refers to as her scribe, Lyreen wears fine garments and has the means to support herself and her servant in comfort. She has visited craftsmen in Kjen and nearby thrans asking about carvings and jewelry made from things brought from the sea. It is clear that she seeks something special but never hints at what it might be. Avaarl is intrigued by stories of the woman but she has evaded his invitations thus far.



Valhakar Avaarl Ekkart

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LERIEL [H3] 2

Jarin Name: Leriel
Holder: Clan Marwyn
Population: 45/725
Tribute: Geldeheim

Located near the upper reaches of the Anoth River, Leriel is one of the oldest permanent settlements in northern Hârn. It is the largest still under Jarin control, a remnant of "Jara that once was."

Jarin immigrants from Nuthela and Kaldor first settled the fertile upper reaches of the Anoth River during the 5th century BT and lived for centuries without external threat. When gargun appeared in the region in the 2nd century TR, the Jarin of the upper Anoth united. A hillfort was built on the present site of Leriel around 140 and eventually became the center of a small kingdom. Arynsyl Marwyn, the first ruler, built a wooden keep in 234. By 400, Clan Marwyn ruled one of the largest of the Jarin domains; the keep was upgraded to a stone castle in 563.

When the Ivinian conquest of Jara began, Clan Marwyn ignored the destruction of the Jarin coastal settlements. Correctly assuming that their inland position gave them security against the northern raiders, the Princes of Leriel sent no aid to any of the beleaguered strongholds. Critics have observed that the Marwyns' only actions were to expand their domain, including accepting the tribute of Clan Weymyss of Pethwys in 676. Although loosely involved in intrigue against the Ivinians, Clan Marwyn has paid tribute to the king of Orbaal since 688 and took little part in the rebellion of 701–703.

Prince Eamonn Marwyn, 63, is a skillful politician, adept at manipulating the smoldering Jarin discontent while carefully ensuring that no evidence points directly at him. Eamonn wishes to expand his own power, possibly with a view to declaring independence from Orbaal or achieving political dominance should any future Jarin revolt succeed.

Leriel's Ilviran temple is one of the largest on Hârn. It is a gathering place for pilgrims bound for Araka-Kalai and the headquarters of the *Order of Sudelrhynn the Bearer of Loam,* probably the wealthiest of the Ilviran orders. The high priest, Llastefan of Trythe, is the closest the Church of Ilvir comes to having a primate of Hârn. Credulous folk believe that the priests keep Ivashu in secret cellars beneath the temple, although there is no evidence to support this claim.

Leriel is a major stop on the Fur Road and draws substantial revenue from the annual caravans traveling between Geldeheim and Tashal. Jarin craft goods are exported throughout Hârn from Leriel, particularly intricate metal and wood work such as jewelry and toys.

Hold	Clan	AC	LQ	IH	JH
LERIEL	Marwyn	5,900	1.04	9	145
Beden	Wethy	4,130	1.03	0	102
Borhein	Marwyn	2,660	1.05	1	65
Deriel	Esler	2,070	1.01	0	51
Elinthorn	Bekeny	3,840	1.02	0	94
Fegyn	Fegyn	2,950	1.08	0	73
Huls	Meyse	2,030	1.01	0	51
Monthel	Aeryn	2,360	1.05	0	58
Orp	Marwyn	3,540	1.04	2	87

The autumn festival of Maker's Morn was originally an exclusively Ilviran religious festival but the ceremonies have grown to include most residents of Leriel. The festival runs through the entire month of Savor, with numerous religious activities centering on the pilgrimages to Araka-Kalai. There are also sporting contests, feasts, and public performances related to Jarin folklore. An hour of bell ringing called the "dawn clamor" begins at first light of each day of the festival.

The Leriel Beast Fair is held during the Maker's Morn festival. Although cattle, horses, and other livestock are traded, the fair is best known for the wolves, bears, and even more exotic wild creatures captured in the nearby mountains.

Prince Eamonn Marwyn

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ORBAAL 38

LORKIN [J2]

Jarin Name: Lorkin **Population:** 70/440
Holder: Clan Geldestaar **Tribute:** Geldeheim

Situated at the head of the Anoth Delta, Lorkin is an important center of maritime activity and a likely flashpoint for a renewed Jarin rebellion.

The earliest settlement at Lorkin dates from the 5th century BT. The Jarin who migrated north after the Battle of Sorrows built fishing villages throughout the delta, displacing the indigenous Jarind tribes. By the middle of the 2nd century TR, an earthen hillfort had been built on Ruatha Island in response to the threat of gargun raids. In 302, with the threat from the Foulspawn diminished, a wooden fortification was built on the present site of Lorkin and the island hillfort was abandoned.

Lorkin's strategic position ensured its success and the settlement soon dominated trade in the region. By the end of the 5th century, the Jarin Prince of Lorkin was arguably the most powerful of the numerous independent kings of Jara.

The disorganized Jarin principalities were tempting targets to the Ivinian raiders. Beginning in 643, the northmen descended on the coast in a series of raids. After 20 years of repeated attack, Lorkin fell to Clan Hjaida in 665; Prince Arynn Ochaid and most of his kin died in the assault.

The Jarin Rebellion of 701–703 was highly successful in the Lorkin area. When the murder of an Ilviran priest sparked a riot, rebels scaled the castle walls and opened the gate to the vengeful mob. Few members of Clan Hjaida survived.

The leader of the rebels, Gweffryn Seylnes, styled himself Lord of Lorkin and proved to be a capable ruler. Although he kept the Ivinians from immediately retaking the castle, they used their keeps at Arone and Shese to mount further attacks against the Jarin. The stalemate might have continued for many years had it not been for the grisly discovery of Gweffryn's decapitated body in an upper chamber of the castle. This mysterious death demoralized the defenders and the castle fell to Clan Geldestaar in 703. In the years since, Geldestaars have periodically been found headless, said to be victims of the vengeful "Specter of Lorkin."

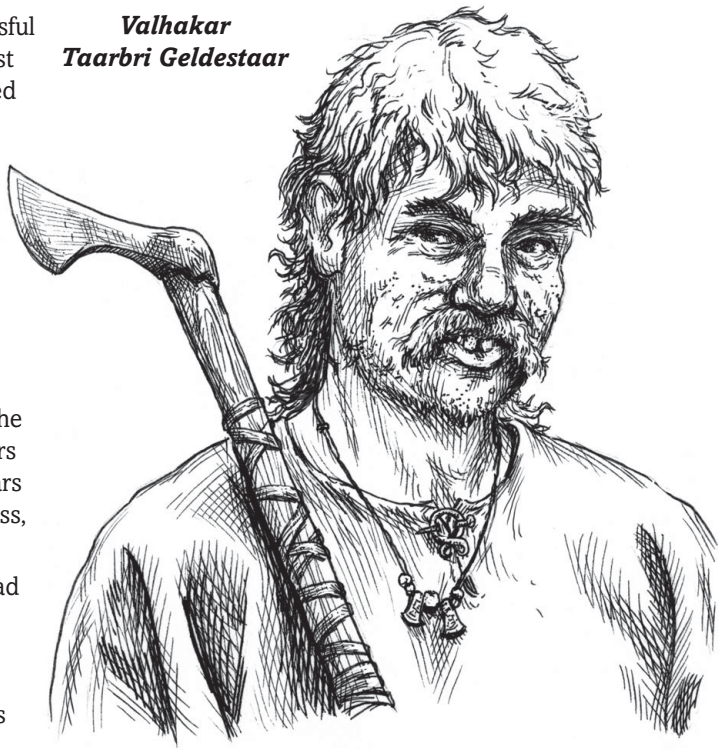
Taarbri Geldestaar succeeded his father as clanhead in 713. He and his lieutenants govern Lorkin and have shown themselves to be as bad as any lords in Orbaal. The Jarin in the area are treated with a callous cruelty that has kept the memory of revolt alive. Taarbri, 34, is a brutish, depraved man, well known for his particularly ugly appearance and surly, uncouth mannerisms.

Hold	Clan	AC	LQ	IH	JH
LORKIN	Geldestaar	3,900	0.95	14	88
Alred	Julaak	1,510	0.95	3	34
Axfeg	Berenkaal	2,430	0.97	5	54
Chien	Chien	2,700	0.94	6	61
Elrod	Geldestaar	3,270	0.94	7	73
Emant	Hjaidaal	2,960	0.95	7	65
Fafird	Rejaal	2,390	0.92	6	52
Haden	Gelemaar	3,330	0.96	8	76
Hankok	Hulthel	2,450	0.93	6	55
Menrose	Vynsael	2,070	0.96	5	47
Noriel	Nori	1,210	0.99	3	28
Tonheim	Ton	1,810	1.02	4	41

Lorkin's economy is based on maritime trade, primarily with the other coastal settlements of Orbaal and with other Ivinian kingdoms. Clan Geldestaar is a branch of Clan Gelda from the Kingdom of Rogna and maintain reasonably close ties to that realm.

The religious climate of Lorkin is very intolerant. Faiths other than that of Sarajin are actively discouraged; the church of Ilvir is ruthlessly suppressed.

Valhakar Taarbri Geldestaar



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MARBY [I1]

Jarin Name: Pentiel
Holder: Clan Serewyn
Population: 90/670
Tribute: Geldeheim

Marby is situated at the headwaters of Pentiel Bay, the shape and orientation of which produces one of the largest tidal variations in Orbaal. In the spring of 658, raiders from Sherwyn sailed their longboats in on a pre-dawn tide and attacked the settlement under cover of darkness. Ivinian warriors assailed the palisade and the wooden keep fell in a brief, bloody battle.

Marby's economy is strongly tied to the sea. Wide mud flats caused by the tidal variation sustain extensive mussel fields. The settlement has a sizable fishing fleet and is the base for a few seasonal whaling expeditions.

The current ruler of Marby, Mikkaar Serewyn, 27, was educated in the Shorkyni city of Eshapel and has an appreciation of music and art that is somewhat surprising for an Orbaalese valhakar. Artists and minstrels from as far as Kaldor and Melderyn grace Marby's court. Mikkaar is an able leader but is increasingly unpopular with his thrangaad, partly because he has been unable to put an end to a string of grisly murders that have plagued the settlement since 717. His brother Ragnar, leader of the Serewyn warband, is fanatically loyal and will brook no talk of replacing his brother as valhakar.

Clan Serewyn is an offshoot of the Sherwyns; both were formed from clanless outcasts and have significant Jarin blood, something neither readily admits. The clans have been involved in a blood feud since 683. The dispute was originally over Marby's refusal to pay tribute but now each claims the other's lands. The conflict has devolved to treachery and assassination, including that of Valhakar Bjarri Serewyn in 716. It shows no sign of ending any time soon, despite Mikkaar's wishes.

Mikkaar has moved to build strong alliances to counterbalance his feud with the Sherwyns. He has an "understanding" with Dagaas Zwaiga of Tawheim, who shares his cosmopolitan views. Mikkaar recently married Staisa Ruindael, daughter of the lord of Zuden. Clan Ekkart of Kjen has offered Mikkaar tribute in exchange for protection from Sherwyn. Although Mikkaar would prefer to end the feud without further bloodshed, he is seriously considering the offer as Kjen's support would tip the scales in his favor.

In 584, a delegation of Jarin fishermen sailed to Thay to recruit mercenaries to help defend the village against repeated gargun raids. The fishermen ran short of funds and were able to hire only five warriors to return with them to the north. Led by two brothers remembered only as Kriss and Vin, the Thayans trained the Jarin and began the fortification of the village. An assault on the nearby gargun complex resulted in the eradication of the colony but also the death of all five mercenaries. To honor the southerners, the villagers interred their bodies with great ceremony outside the complex entrance. Every autumn, a procession of villagers wends its way a few leagues west through the wilderness to lay harvest wreathes and wooden swords on the barrows of the fallen warriors.

Hold	Clan	AC	LQ	IH	JH
MARBY	Serewyn	6,080	0.96	18	134
Belad	Hindaar	2,040	0.94	11	40
Ejhag	Stenen	3,120	0.96	5	73
Enon	Graak	2,400	0.92	7	53
Helnby	Heln	3,680	0.93	6	86
Kem	Ryla	2,000	0.96	4	46
Mekuf	Jillyn	2,880	0.95	6	67
Monisheim	Monisyn	4,280	0.92	7	99
Seliby	Gann	2,960	0.94	8	66

The Jarin of Pentiel completed the wooden keep and palisade in 587. Mikkaar plans to strengthen these old fortifications by rebuilding them in stone after the fashion of castles in Shorkyne. Although the gatehouse and wall towers have been reconstructed, Mikkaar lacks the funds to complete the project.

Valhakar Mikkaar Serewyn

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ORBAAL 40

MUL [I1]

Jarin Name: Suslyn
Holder: Clan Gurtak
Population: 60/295
Tribute: Zuden

The old stone tower at Mul is in very poor condition. Constructed in 559 atop a much older Jarin hillfort, the structure sustained heavy damage from fire during its capture by the Ivinians in 671. One wall of the keep shows significant displacement and several large cracks extend deep into the foundation. Although Valhakar Osaar Gurtak seems unconcerned, it is likely that the entire tower may collapse unless the damage is repaired and buttressed soon.

Mul was a significant battleground during the Jarin Rebellion, with several villages taken by the rebels and then retaken through atrocities in the name of revenge. In one reprisal at the nearby village of Hem, the Ivinians rounded up every adult male they could find, barricaded them in the communal barn, then burned it to the ground. Hem's population has yet to recover and the village is colloquially referred to by the local Jarin as "Maidenfarm."

Today, Mul exists in a brittle peace. The Jarin have turned the road to Quimen into a hotbed of brigand activity, with acts of simple highway robbery often being disguised as political assassination. Travelers known or suspected to be associated with the Agrikan orders are a particular target.

Osaar, 34, prefers to spend his time drinking and bragging. He has declared his intention of mounting a raid upon Melderyn, repeatedly and publicly boasting that he will sack Cherafir itself. Given that he avoided the catastrophe off Cape Renda by not participating in the raid, few lend his claims any credence. At a recent feast at King Alegar's hall in Geldeheim, Hjarn Atejaal, lord of Asax and a respected warrior, embarrassed Osaar by demanding he make good on his boasting or shut his mouth. Osaar swears to avenge the insult but the intercession of clansmen on both sides has so far prevented bloodshed.

Clan Gurtak is a junior branch of Clan Gurta from Seldenbaal, who plan to strike against their enemies in Clan Fyrdaar soon. A junior branch of the Fyrdaars holds nearby Antir and the Gurta valhakar has been pressuring Osaar to be ready to act when the ailing lord of Antir dies and the inevitable power struggle follows. Now that his own lord at Zuden and Antir's lord at Marby are allied by marriage, Osaar is wary of angering the wrong man.

The wooded hills to the east and mountains to the south offer plentiful game for Osaar's frequent hunts.

Hold	Clan	AC	LQ	IH	JH
MUL	Gurtak	2,830	0.95	12	59
Hem	Kinesyn	1,300	0.95	5	27
Mulin	Gurtaan	2,180	0.96	9	45
Zuaxlund	Zuax	1,780	0.94	7	37

Despite his bluster and boasting, he is a very gracious host. The forested mountains along the road towards Quimen are especially rich hunting grounds. Mul could export more furs and hides if Osaar did not prohibit hunters and trappers from taking game on lands he views as his personal hunting preserve.

Two of the valhakar's huntsmen recently disappeared in the hills to the east. Searchers recovered no bodies but found disturbingly large bear tracks. A Jarin thrall from the village of Zuaxlund claims to have glimpsed a huge white bear while gathering firewood but few believe him; although not uncommon in northern Ivinia, the snow bear is almost unheard of in Orbaal. Osaar believes brigands are responsible for the disappearance of the huntsmen and several members of his thrangaad are strongly encouraging him to mount a reprisal upon the local Jarin.

Valhakar Osaar Gurtak

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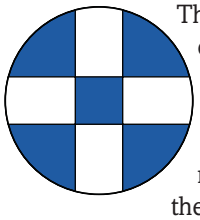
PETHWYS [H2]

Jarin Name: Pethwys **Population:** 10/455
Holder: Clan Weymyss **Tribute:** Leriel



The Jarin dwelt peacefully along the shores of Jariga Lake from the 4th century BT until the 2nd century TR, when the first devastating waves of gargun appeared. Facing annihilation, the surviving Jarin rallied behind Clan Weymyss, who built the first stone tower at Pethwys in 286 and drove the Foulspawn back into the mountains.

Clan Weymyss maintained their independence until the fall of Lethwyn (now Geldeheim), when they reluctantly offered tribute to the Prince of Leriel. They have chafed at the agreement since but few doubt they will honor it; the men of Clan Weymyss are known for the strength of their oaths.

Lord Felan Weymyss, 41, is given to fits of sullen moodiness. His younger sister, Mythyl, was married to Alegar II as an assurance of peace in 712 but died under suspicious circumstances in 719. Felan believes that Bryna Telthaal, Alegar's newest wife, was involved in his sister's murder. Felan's deepening resentment has led him to plot revenge; the blood feud that would likely follow may precipitate a second Jarin revolt.

Completed in 461, Caer Pethwys is constructed of dark granite with few windows. It's ominous bulk is clearly visible to those approaching the settlement along the Fur Road, which passes near Pethwys as it winds across the rugged Jahl Mountains. The settlement is a welcome stop for travelers and trade caravans journeying between Geldeheim and the south.

The abundant fishing on Jariga Lake provides much of Pethwys' food supply; smoked or salted salmon and trout are common meals. The nearby copper mine brings wealth to the settlement, as does fur trapping in the surrounding mountains; gargun attacks are a risk to both.

The majority of the Jarin in Pethwys worship Ilvir. The *Order of the Barren Seed,* a sect devoted to communicating with Ilvir through the Ivashu, runs the local temple, which is among the oldest remaining in Orbaal. It features a large craft hall and an extensive library, making it a destination for artists and scholars as well as local craftsmen. Rumors of deep catacombs beneath the temple have circulated for generations but the secretive priests admit nothing.

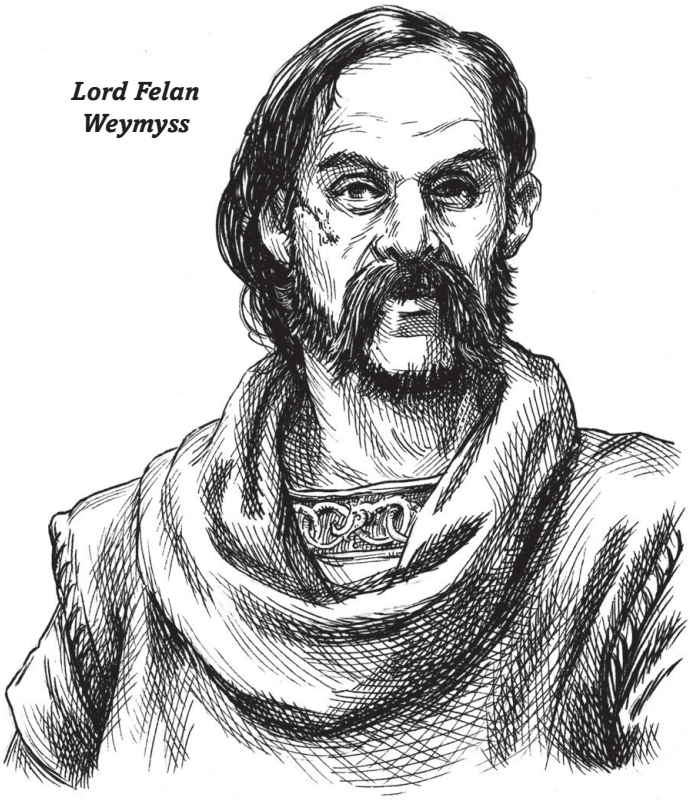
Although a temple to Sarajin was built in 705 to serve the needs of Ivinian travelers and merchants, there are few local adherents. The presence of the temple is a source of friction; it is well guarded.

Hold	Clan	AC	LQ	IH	JH
PETHWYS	Weymyss	3,670	1.01	2	91
Gowys	Linthyn	2,690	0.99	0	67
Heimet	Weymyn	2,200	0.99	0	55
Pethorn	Pethorn	1,840	1.00	0	46
Sahel	Sahel	610	0.97	0	15
Tosage	Jariga	1,220	0.98	0	30

A minority of the local Jarin worship Siem. Ivinian persecution drove many of the Siemist Inthiars into hiding over the past several generations but rumors persist that an enclave of these holy men live in the area. Although Lord Weymyss dismisses these rumors, many believe he helps to guard their secret.

The great hall of Caer Pethwys features many tapestries depicting Jarin legends and folklore. Most notable is one depicting the tale of the Spear of Albarra. It was created long ago by an Ilviran prophet and many locals believe it holds clues to the whereabouts of the legendary weapon.

One popular theory claims that the spear lies in the hoard of a dragon. This creature, known as Veximath, is said to dwell in a deep crevasse on the Mount Hoengreb glacier that dominates the southern view from Pethwys. More than one troublesome hothead has disappeared attempting to recover the weapon.



Lord Felan Weymyss

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ORBAAL 42

PJAGEL [G2] 1

Jarin Name: Teslyn
Holder: Clan Baelinsen
Population: 60/385
Tribute: Arathel

Pjagel is perched on a peninsula that juts into Aderham Bay and the settlement's wealth is wrestled from the rough sea. With the surrounding land being of relatively poor quality, Jarin and Ivinian clans alike have long looked to the sea for their livelihoods. The thran's fishing fleet is outsized in proportion to the population.

Whaling and fishing are the thran's primary activities. Whale oil, preserved meats, and other products of the fishermen's harvest are traded in the lively market. The village air is often filled with the thick smoke and overwhelming smell of rendering whale oil and smoking houses full of fish.

The focus toward the sea is reflected in the settlement's fortifications. The Jarin built the keep in 602 to guard Aderham Bay from pirates. Its spartan beginnings were laboriously expanded to include a motte and bailey surrounded by a dry stone wall.

The fortifications were unable to keep the Ivinians from conquering the area in 675. Clan Baelinsen originally hailed from Menglana and were only interested in the riches of the bay and the Sea of Itikir beyond. They left the farming to the Jarin and sent their men to sea to gain their wealth.

Storms occasionally blow odd or interesting things onto the dangerous rocks and reefs that ring the many islands in Aderham Bay. Last fall, a sealer came to port bearing a broad humanoid skull that had massive, crushing jaws unlike those of any human. Although plenty of people gawked at his find, none would trade anything for it and the sealer finally threw it into the bay. A man claiming to be a scholar from Melderyn recently arrived in town and has shown great interest in the tales of this skull.

The many seals and sea birds that live along the bay are a ready source of income for the town. Skins, down feathers, meat, and especially the eggs of the migrating birds find a ready market. Seals are critical to the thran, their tanned pelts used to make leggings and coats that efficiently ward off the brutal winter wind.

Pjagel is ruled by Valhakar Skudrin Baelinsen, 22, the grandson and namesake of the man who conquered the area. Where his ancestors were brave men of the sea and warriors whose names were feared, the latest Skudrin is little more than a drunken rapist.

Hold	Clan	AC	LQ	IH	JH
PJAGEL	Baelinsen	3,580	0.93	12	77
Delinheim	Delin	2,610	0.92	9	57
Fedcil	Grundik	1,930	0.93	6	42
Genheim	Jalp	2,890	0.90	10	63
Heimlok	Bosaar	2,750	0.91	9	60

While his lords, the Cyeens, are tolerant with their Jarin subjects, Skudrin treats the Jarin women of his thranaal as playthings. He has taken many of them to his bed against their will. Seeing how Skudrin's actions incite the villagers' anger, many of his clansmen have cautioned him against this behavior but he just jokes about "founding a bastard clan like the one in Arathel."

Word spreads quickly when Skudrin is in his cups or roaming the town hunting for women. Few doubt that he will either meet with an "accident" on one of his ramblings or die between the legs of another man's wife; it's just a matter of when. The local chandler quietly keeps a book of wagers on Skudrin's possible demise and makes it his business to note who the valhakar abuses so he can adjust his odds accordingly.

Valhakar Skudrin Baelinsen

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PLED [H1]

Jarin Name: Cythael
Holder: Clan Storzand
Population: 70/345
Tribute: Geldeheim

Pled sits at a strategic point where the Jarig River broadens and empties into the Vaagesfjord. Jarin have fished the rich waters since the 4th century BT. For centuries, political development did not evolve past a squabbling confederacy of fishing villages.

When gargun ravaged the area around 590 TR, a foreign adventurer known as Glavin the White organized the natives and drove off the Foulspawn. He built his warband from villages along the fjord and established himself as the Prince of Cythael. In 596, he expanded the hillfort's old wooden keep, which had been built in 512, into a motte-and-bailey castle.

History doesn't say where Glavin came from but he brought fighting techniques and building skills that were unknown to the Jarin. His fortifications were far superior to Jarin settlements of the time and his successors reaped the benefits. They maintained and improved the keep over the generations, replacing wood with stone.

In 661, Prince Padraig Tainsor and his men decisively defeated a band of Ivinian raiders, killing more than 100 while losing only a few dozen of their own. When Jarlin Storzand returned with a much larger force four years later, Padraig abandoned the settlement and led his folk into hiding in the mountains. Jarlin's ensuing rule showcased his military competence and shrewd administrative skills. By the time of his death in 713, his realm covered much of the Kogen Peninsula.

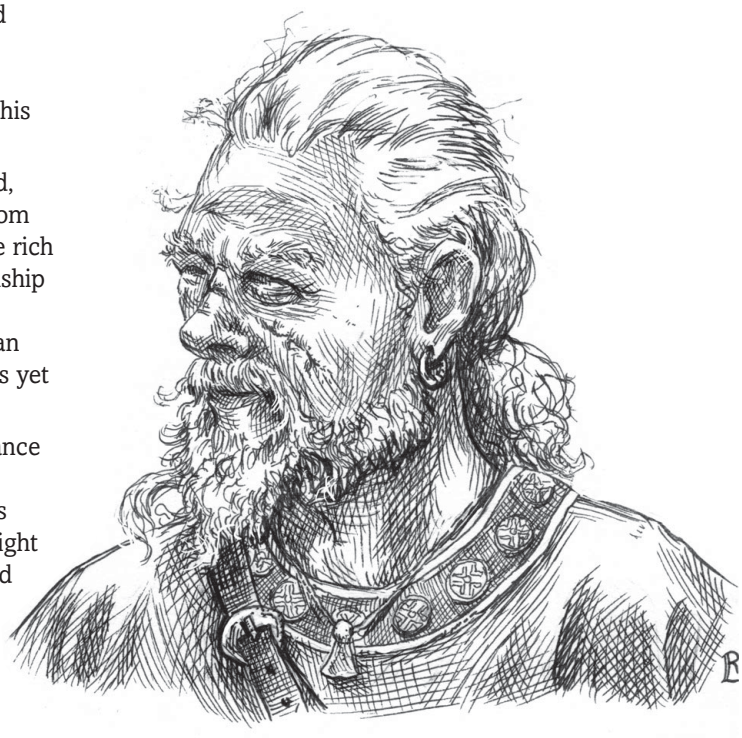
Pled's current lord is Jarlin's son, Knurri Storzand, 40, a stubborn and brutal man. He receives tribute from Pyberg and Thrand and his holdings prosper from the rich waters of the fjord. He enjoys a good trading relationship with his cousins in Clan Storzar from Menglana. Anticipating attack from Ibanvaal, the valhakar of Clan Storzar has sent several appeals for aid but Knurri has yet to acknowledge any of them.

Knurri's goals are complicated by the recent alliance between the Galbarts of Keiren and the Stahlers of Menglana. He has watched while the Galbart huscarls sit idle and grow soft. When these warriors leave to fight the Ibanvaalers, Knurri's plan is to strike at Keiren and claim a victory for himself and Clan Storzar in one fell swoop.

Any likelihood of help being sent to Menglana is lessened by the ongoing feud between clans Storzand and Karolaan. The feud began in 716 when Knurri's favorite son, Usrin, was crippled in a hunting accident while visiting the Karolaan keep at Vaagel. Although the Karolaans have offered wergild in compensation, Knurri presses the feud by extorting a toll from ships headed to Vaagel. Knurri does not want to escalate the conflict to a blood feud so has refrained from injuring anyone.

Hold	Clan	AC	LQ	IH	JH
PLED	Storzand	3,120	1.01	14	69
Delix	Vaagesyn	2,380	0.93	6	54
Destheim	Destaak	2,230	1.00	5	50
Emhots	Swaika	1,640	0.98	4	36
Goaway	Taam	1,930	0.99	5	43
Hedek	Maag	2,020	1.00	5	44
Hiln	Brebaar	1,490	1.02	3	33

Knurri is careful to not overplay his hand against the more powerful Karolaans. He sees them as a constant threat to his position of strength along the river. He has considered creating a force of mobile infantry but has been frustrated in his attempts to acquire enough horses. He has sent agents to Kaldor to hire mercenaries to either teach his men to ride or to act as cavalry themselves. Knowing that Vaagel itself is too strong to attack, he is considering an assault on the lead mine north of Linholm before he allows the Karolaans to settle the feud.



Valhakar Knurri Storzand

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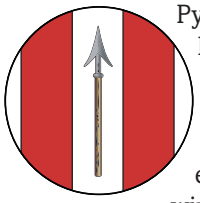
ORBAAL 44

PYBERG [H1] 1

Jarin Name: Gythryl **Population:** 45/300
Holder: Clan Algaar **Tribute:** Pled



Pyberg sits at the northern end of the Kogen Peninsula. It is home to a prosperous fishing fleet that harvest the schools of cod, sardines, and haddock that inhabit the banks to the north and east. The catch is dried in the constant winds that blow across the peninsula.

Villagers sell the pelts and meat of the region's plentiful rabbits. Whether caught in the wild or raised in household hutches, the small creatures provide the townsfolk and ships' crews with a welcome respite from a repetitive diet of fish. Pyberg's residents are known for stewing rabbit legs in old beer, a warm and tasty dish on cold, wet days.

The Jarin Prince of Gythryl built a keep here in 584 and ruled over the north and western parts of the Kogen Peninsula. In the 6th and 7th centuries, various kings of Cythael tried unsuccessfully to conquer the area but Gythryl was able to retain its independence.

The ancient hillforts west of Azou are naturally reputed to hold mystical treasure. The northern ruin is small and was obviously an outpost of the much more elaborate southern edifice. Both have been abandoned to the wind and rain for centuries but adventurers, vagrants, and madmen persist in traveling the rutted track from Azou to investigate. Vigorous excavation activity over the years has left the ruins resembling the warren of a giant rabbit, but no treasure has been found.

Valhakar Tuzrin Algaar's grandfather came from Menglana and conquered the area in 657 and Tuzrin's father built upon that success. Tuzrin, 44, is a cunning ruler. He recognized the strength of Clan Storzand of Pled and became their vassal before Jarl Storzand's death in 713. He pays his tribute on time and is satisfied that Valhakar Knurri leaves him alone.

Tuzrin has learned that Parlak Algaar, valhakar of the parent clan in Orgund, Menglana, recently lost his only son in a whaling mishap. Since he has sons aplenty, Tuzrin aims to foster one of them to Parlak in hopes that he will chose the boy as his successor. Tuzrin is reluctant to send any of his huscarls and is looking for able men to escort his son to Menglana.

Once a great warrior, Tuzrin has been troubled by cataracts for the last two years and is steadily losing his eyesight. This has made him irritable, short tempered, and prone to fits of morbid depression. His younger brother, Vjaldin, is fomenting discord in the Algaar thrangaad in an attempt to replace him. Tuzrin's first wife, Ingrede, has sent several messages to Rethem and far-off Melderyn with merchants she trusts, promising a large reward to any physician or healer who can cure her husband's affliction.

Hold	Clan	AC	LQ	IH	JH
PYBERG	Algaar	2,690	0.93	9	60
Azou	Azou	910	0.95	2	20
Burodag	Algaar	1,500	0.93	4	33
Delenar	Delen	1,950	0.92	5	43
Kreg	Kreg	1,190	0.94	3	27
Ladek	Algaar	2,240	0.93	6	50
Lomheim	Maagyn	1,470	0.92	4	33
Miliholm	Destaan	1,200	0.94	3	27
Thorog	Thorog	1,780	0.92	5	40

Valhakar Tuzrin Algaar

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QUIAM [G2] 1

Jarin Name: Areloren **Population:** 65/240
Holder: Clan Burgastau **Tribute:** Tandir

Areloren was built in 549 and was the first Jarin settlement taken by Clan Verakaar, who attacked the keep while its inhabitants celebrated the summer solstice of 663. Two years later, the Verakaars went on to conquer Tyralyr, which they renamed Tandir. The junior branch of the clan that was left in Quiam took the new clan name Burgastau.

In 712, Sjur Verakaar banished his young cousin Hudraas from Tandir and cast him out of Clan Verakaar. Hudraas took refuge with his relatives in Quiam and was adopted into Clan Burgastau. Hudraas made his name leading viking raids and won the support of the thrangaad after proving to be a skilled warrior and exceptional leader. He was selected as valhakar in 718 and is now 25.

Of all the Orbaalese settlements, Quiam has the largest proportion of Ivinians. Many are refugees from warring greatclans. Some have come to work in Quiam's thriving whaling fleet while others seek to be part of Hudraas' next adventure. Hudraas is contemplating using these new men to raid the coastal settlements of western Hârn, especially Kanday where few northmen have ventured.

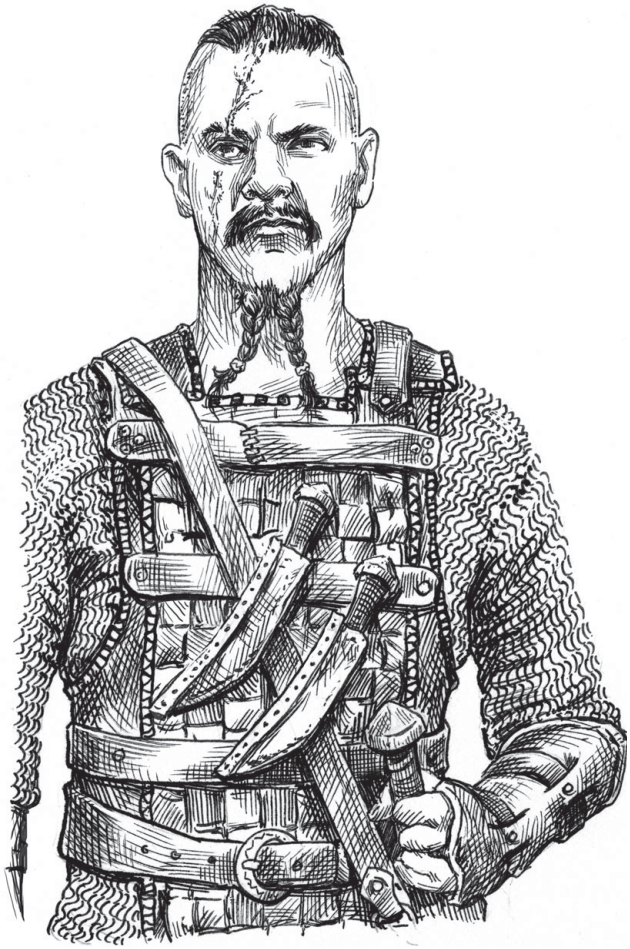
Hudraas seeks to increase the power of his small clan by adopting many of these refugees as members. Even Jarin who are willing to swear allegiance to Sarajin and can demonstrate skill at arms may be adopted into Clan Burgastau. One of the few who have done so is now a huscarl. To many of the local Jarin, these men are seen as the vilest of traitors.

Two years ago a shieldmaiden named Siwyn joined Hudraas when he was raiding in Harbaal. She wielded two handaxes with stunning skill. One of Hudraas' men challenged her to single combat as is customary if one desires to marry a shieldmaiden. Siwyn killed the man with two swift blows, then left Hudraas and his crew. Hudraas has become obsessed with finding Siwyn and has taken no new wives. He will pester visitors from overseas with questions about her.

Hudraas takes great pride in his martial skills and physical stamina. He takes a swim in the harbor every day, even in winter. Hudraas loves to show his agility by running on the oars of his warboat as his men row it; he has even amused King Alegar by performing this feat on the oars of the royal dragonship. In battle, Hudraas prefers to wield a long, double-headed bearded axe. He is also an accomplished swordsman and sometimes fights without a shield, shifting his weapon between hands to confuse his enemies.

Hold	Clan	AC	LQ	IH	JH
QUIAM	Burgastau	2,340	0.95	13	48
Adhein	Edlak	1,830	0.96	8	37
Elnig	Elnig	1,340	0.96	5	27
Sleheim	Vindaar	1,550	0.97	6	32

Eight years ago, a Jarin woman named Awyll gave birth to triplet daughters who all bore a birthmark resembling an Ilviran religious symbol. The birth was considered a good omen by the local Ilvirans and several priests have come to Quiam over the years to watch the girls for signs of strange powers or unexplainable knowledge of religious mysteries. Although Awyll was at first grateful for the priests' gifts, she now finds the constant attention and disruption irritating; she has forbidden her daughters to speak with priests.



Valhakar Hudraas Burgastau

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ORBAAL 46

QUIMEN [H1]

Jarin Name: Quimen **Population:** 40*/755
Holder: Crimson Dancer **Tribute:** Geldeheim

Located in an isolated inland valley, Quimen is held by the *Order of the Crimson Dancer,* an Agrikan fighting order that admits only women. It is the only fief in Orbaal held by a religious order.

The valley was settled long after the first Jarin immigrants came to the north. Aragyn Cysemet and his followers settled the fertile valley in 231 after defeating a large gargun band. He and his heirs ruled the independent petty kingdom, calling themselves the Princes of Quimen. A stone keep was built in 584 but Quimen's isolation was the reason it survived the Conquest; the Ivinians were not interested in any settlement that could not be reached from the sea.

Following the Ivinian invasion, all the remaining Jarin lords were involved in fomenting Jarin unrest against their occupiers, but only Rogryn Cysemet of Quimen spoke openly against the Ivinians. In 700, Melkea Akarne, a priestess of Agrik from Rethem, seduced King Alegar I and convinced him to allow the *Order of the Kukshin* and its sponsored fighting order to relocate to Orbaal. Seeing the value of new allies, and a way to rid himself of Rogryn Cysemet, Alegar I offered the Agrikans Quimen.

With Alegar's blessing and the help of Ivinian mercenaries, the Order of the Crimson Dancer attacked Quimen by surprise in early 701, seizing the keep and ravaging the valley. They burned and killed at will; all of the ruling clan, some 60 men, women, and children, were put to the sword. These brutal executions sparked the Jarin Rebellion, which, ironically, had little effect at Quimen but created great difficulties for ruling Ivinian clans in other parts of Orbaal.

The hand of the Agrikans has been heavy on the Jarin serfs of the Quimen Valley. The walls of the keep are often decorated with the flayed bodies of Jarin "rebels" executed for the slightest offense. The Order of the Kukshin ruthlessly and enthusiastically suppresses other faiths and even other Agrikan orders. The worship of Sarajin is tolerated but most adherents deem it wise to be discreet about their beliefs. Despite the risk of prolonged torture and a grisly death, most Jarin still worship Ilvir or Siem.

The Akarata (grandmistress) of the order, Baliela Shernath, 53, is a resilient and merciless survivor of internecine intrigue and has considerable influence over King Alegar. She has been very successful in attracting recruits from among martially inclined women of Orbaal. Presently, about 75% of the order is of Ivinian birth.

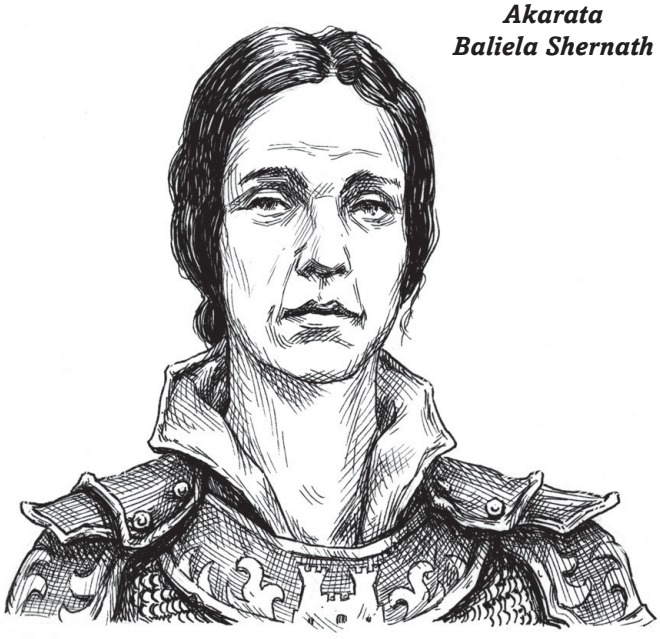
Hold	Clan	AC	LQ	IH	JH
QUIMEN	Crimson Dancer	6,280	1.10	8*	151
Brenlyn	Crimson Dancer	1,810	1.09	0*	44
Delmon	Jahaal	1,570	1.10	2	38
Quolden	Karol	1,320	1.09	1	32
Tyber	Gelen	1,090	1.08	1	26

** Does not include orderial forces, roughly 25 Haragki (knights) and 110 Laumaki (soldiers), all of whom are female. The order's forces train at Brenlyn, once known as Woln. The settlement was renamed to honor the Akarata's sister, who was executed after she assassinated Queen Eriel of Kanday in 694.*

At least one member of Clan Cysemet is believed to have survived the assault of 701. Rogryn's infant daughter, Brigyth, was allegedly spirited out the keep by her nurse before the attack. Brigyth would now be about 20 years old. Her appearance, or that of a plausible pretender, would provide a potent symbol of revolt to the oppressed Jarin of Quimen.

To the south of Quimen rises the snow-covered peak of Mount Quorone, known to the Jarin as "The Beacon of Ormanoam" after the leader of the first Ilvirans to arrive on Hârn. A devout Ilviran who climbs the sacred mountain is said to receive divine insight. In recent years, a tale has circulated among the Jarin of the valley to the effect that "when the snow departs Quorone, so shall the enemy melt from the valley." Quorone's snow cap has noticeably decreased over the past decade, giving hope that liberation from the Agrikans may be close at hand.

Akarata Baliela Shernath



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SHERWYN [J1]

Jarin Name: Sherwyn **Population:** 60/290
Holder: Clan Sherwyn **Tribute:** Geldeheim

Gedil Island was settled more than 1,500 years ago by tribal folk related to the Anoa. The Jarin arrived around 100 TR and worked the bountiful fishing banks off the north coast. The wealth allowed Clan Nyrael, the island's rulers, to build a keep in 503.

Sherwyn was raided by Ivinians for the first time in 646. After six years of repeated attacks, the hill fort was sacked in 652; the invaders were here to stay. Sherwyn was the first Jarin fortification to fall to the Ivinians, and the crew that took it was an unruly assortment of outcasts and pirates. They named themselves after their new home and have since acquired significant Jarin blood. Despite this, most clan members bear considerable animosity toward their Jarin subjects.

Valhakar Venril Sherwyn, 43, is a violent and ill-tempered man. His bimonthly feasts are spectacles of drunken debauchery, the primary object of which seems to be a competition to become the most boorish, loutish, and lewd diner of the night. Venril lacks the shrewdness of his father, who constructed the present castle and gained the tribute of both Kjen and Thoen. Some observers believe Venril's days as valhakar are numbered.

Venril is always suspicious and has been displeased by the lack of loyalty from Kjen and Thoen. He plans to place a spy in Kjen this spring to help keep an eye on the Ekkarts. He knows that Turvald Mordauk of Thoen isn't smart enough to plan a rebellion on his own.

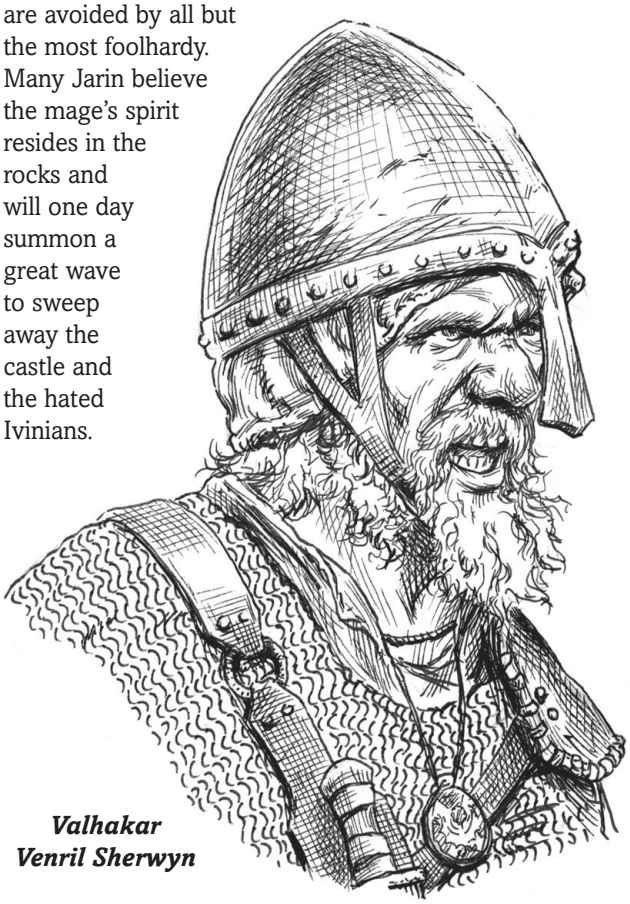
Venril carries on a blood feud with the Serewyns of Marby, his clan's distant relations. The feud's most recent casualty was Valhakar Bjarri Serewyn in 716. Bjarri had tried to resolve the vendetta several times since he became valhakar in 707, before falling victim to an assassin sent by Venril. The new lord of Marby, Bjarri's second son Mikkaar, has not responded yet but will have to do something or face his increasingly hostile thrangaad.

Fishing and whaling are the mainstays of Sherwyn's economy but Venril also practices a bit of extortion to pad his purse. One warboat and one longship are the centerpieces of his fleet but he also employs a number of fast, smaller craft that he uses to waylay trading vessels. Ships that pass the island are taxed according to their destination and Venril's whims; ships bound for Marby receive special attention. The harassment of trading vessels bound for Tawheim has the normally aloof Clan Zwaiga bristling with indignation.

Hold	Clan	AC	LQ	IH	JH
SHERWYN	Sherwyn	2,720	0.91	12	58
Aselt	Villym	1,600	0.92	5	34
Byrn	Sherwyn	1,760	0.92	6	37
Fornin	Ragan	2,240	0.95	8	48
Kurinheim	Kurin	1,280	0.87	5	27
Linon	Hodan	2,080	0.93	8	44
Morynheim	Moryn	1,920	0.90	7	41
Wust	Sherwyn	960	0.91	4	20
Zoen	Zoen	1,440	0.92	5	31

Aside from Sherwyn's maritime concerns, the salt pans near Fornin provide the means for preserving food for shipment and consumption over the long, cold winter. The heavily salted cod has the highest demand, as it travels well and tastes good.

Clan Sherwyn built their formidable and easily defensible castle about 30 years ago atop the Steps of Chun-Jabad, a series of reefs and islets in the harbor. According to local Jarin folklore, Chun-Jabad was a malevolent mage who battled an Ilviran priestess on the site centuries ago. The rocks have an ugly reputation and are avoided by all but the most foolhardy. Many Jarin believe the mage's spirit resides in the rocks and will one day summon a great wave to sweep away the castle and the hated Ivinians.



Valhakar Venril Sherwyn

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ORBAAL 48

SHESE [J3] 1

Jarin Name: Shenesel **Population:** 70/350
Holder: Clan Haidaar **Tribute:** Lorkin

As nearby Lorkin grew to dominate trade in the region, the Jarin villages on Shenesel Island were ever in the shadow of their neighbor. By the late 5th century, the Jarin Prince of Lorkin sought to fortify his holdings and ordered the construction of Shenesel Keep on the site of an earlier hill fort. Completed in 498, the angular tower helped defend the crossing between Lorkin and the northern end of Noron's Way.

The Ivinian raiders who preyed on the coastal settlements of Jara starting in the 640s were not deterred by the fortifications. After years of intermittent attacks, the keep fell in 663 in an overwhelming assault by Clan Haidaar, who renamed the settlement Shese.

Valhakar Saanfrin Haidaar is 72 but remains in excellent health. He is widely known for his generosity and his love of strong drink and raucous entertainment. He has a crude sense of humor and is fond of practical jokes. Despite his outward demeanor, Saanfrin is actually a patient man, whose subtle intrigues can play out over years. He has a brutal side as well, although it is rarely displayed. Two decades ago, after an Aenghysa attack on a caravan left several of his clansmen dead, he retaliated by killing the entire population of a Jarin village, then burning the houses and crops.

The Haidaars are a branch of Clan Haid from the Kingdom of Gilbenmark. The talk of rebellion against the Pendragon of Seldenbaal has reached Saanfrin from his kin in Ivinia. However, he has little interest in the troubles of his distant homeland and has avoided committing his support to any potential rebellion.

By contrast, he has shown unwavering support for the Geldestaars of Lorkin. Valhakar Taarbri Geldestaar's eldest son, Astor, 14, has recently been fostered with the Haidaars. Saanfrin has begun carefully shaping the boy's views on a number of topics, hoping to use him as a pawn once the time is right.

The economy of Shese centers on fishing and exporting products made from the various plants found throughout the Anoth Delta, some of which are unique to the region. Of particular value is honey, which is produced in large quantities, as well as dyes and rare herbs.

A handful of merchants brave the dangers of Noron's Way to travel north from Gardiren to trade wheat, cloth, and preserved food for Orbaalese furs and amber in Lorkin. Despite the risk of attacks from Anoa tribesmen and the Wurokin Gargu-araki, these caravans are a valuable source of revenue for Shese; a ferry crossing is maintained on the southern bank of the river to serve them.

Hold	Clan	AC	LQ	IH	JH
SHESE	Haidaar	3,270	0.97	14	70
Melys	Jular	2,430	0.97	8	52
Vorten	Vorten	1,900	0.97	6	41

One of the more infamous legends of the Anoth Delta is that of Bognor's Folly. According to folklore, the great mage Bognor made his home among the islands of the delta, conducting his strange experiments in seclusion. His research into topics beyond his understanding is said to have resulted in his downfall. It is said that his magic has gone horribly awry and that his sanctum is a place where plants are every bit as dangerous as animals, perhaps even more so. Occasionally, a party of adventurous fools will set out from Shese in search of fortune or power. Few return.

Valhakar Saanfrin Haidaar

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SHIEN [H2] 1

Jarin Name: none **Population:** 60/425
Holder: Clan Hammarkel **Tribute:** Geldeheim

Valhakar Hunris Hammarkel, 36, is a capable if quick-tempered man. He is known for his shrewd judgment and decisive actions but can be hard to work with. No one denies that he accomplishes what he sets out to do.

Hunris' temper led him to declare his twin brother, Mersaal, outlaw in 718. While arguing about a skirmish that happened in the first Thay raid, Mersaal brought up a childhood incident that embarrassed Hunris in front of his huscarls. Enraged, the valhakar spoke in haste and banished his brother, an act that Hunris regrets and seeks to retract without losing face. For the last two years, he has tried to keep track of Mersaal's whereabouts and now believes that his twin is in Rethem working as a mercenary for the Earl of Tormau.

Shien stands in the shadow of the older and larger thran of Ebein across the fjord. Unlike most Orbaalese settlements, Shien was not conquered from the Jarin but was instead built as a traditional Ivinian thran in 679. The thran has earthen redoubts, several clanhouses, and a distinctively Menglanan character.

The Hammarkels are cousins to the king and hold Shien at his pleasure. The king does not worry about the thranaal and feels its valhakar is loyal and hard working, doing little to draw or require royal attention. Hunris sees it differently, thinking the king takes him and his clan for granted.

Hunris is not on friendly terms with most of his peers. Many of them, such as Melvold Saargax of Zynholm, show him respect only because of his violent temper. When he has been drinking and is less wary of who may be listening, Hunris often disparages Myrvolde Gydasael of Ebein.

Amalia, Hunris' first wife, works hard to keep her hotheaded husband out of trouble. She frequently pays sailors and travelers for news about certain clans and valhakars, especially those she feels could threaten the Hammarkels.

Hunris works hard to keep the settlement profitable. Wood from the forests to the north is used to build sturdy boats for fishermen and traders along the fjord. Hunris brought Oyvind Laarsen, a shipwright from Menglana, to Shien almost five years ago. Oyvind serves Hunris as wergild for killing a Hammarkel clansman during a drunken brawl. He is treated well and seems happy with his new lot. Hunris has been known to trade

Hold	Clan	AC	LQ	IH	JH
SHIEN	Hammarkel	3,870	0.91	12	85
Eigen	Jundaak	2,420	0.93	8	53
Laaryn	Laar	1,450	0.92	5	32
Sverborg	Sver	1,930	0.91	6	42

Oyvind's skills for shares in the vessels that are built or repaired in Shien, a practice that has increased his purse considerably.

For most of the year, Orbaalese Longhair cattle are allowed to graze the windy, untamed hills followed only by a young Jarin boy or two for protection. The herders and their charges roam the remote pastures in all but the worst weather. The village men join the boys in late autumn to drive the cattle to the thran for the slaughter.

In addition to his political concerns, Hunris worries about the banditry on the Fjaga Road. Although he doesn't believe the rumors of an impending Jarin rebellion, he does want to ensure that his villages are safe from attack and plans to hire men to supplement his huscarls in patrolling the road.

Valhakar Hunris Hammarkel

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ORBAAL 50

TANDIR [G2]

Jarin Name: Tyralyr
Holder: Clan Verakaar
Population: 60/575
Tribute: Geldeheim

Tandir is a sword pointed at King Alegar's heart. From the cliffs above Mormolf Bay, Valhakar Bjan Verakaar plots the downfall of Clan Taareskeld.

Tandir was one of the strongest stone fortifications in Jara when the Prince of Tyralyr built it in 556. Raiders led by Kaari Verakaar, related to Clan Verak from Menglana, captured it in 665 after a bitter and bloody struggle. The Verakaars made Tandir their seat, leaving a junior branch (now called Clan Burgastau) in Quiam, which they had held since 663.

Although members of Clan Taareskeld had helped Kaari take Tandir, they turned to more lucrative targets when Prince Emon Llerwyn escaped; they took Lethwyn two years later. Prince Emon continued his fight from Gyfyn, eventually losing it to Kaari's Ibanvaaler allies.

Kaari's sense that Hagined Taareskeld had betrayed him led to repeated skirmishes between the two clans. When Kaari received the demand for tribute from King Hagined, he became so angry that he fell dead on the spot. After having some of the contenders for valhakar killed, Hagined intimidated the thrangaad into selecting Kaari's young son Sjur. Sjur ruled his lands under the influence of the Taareskeld kings and Alegar I allowed him to expand Tandir into a castle in 700. Many members of Clan Verakaar called Sjur "the king's bitch" behind his back. A year after Alegar II took the throne, Sjur was found strangled with a dog's collar in his great hall; his brother Bjan, a violent thug, was named as valhakar.

Many believe Bjan, 46, killed Sjur to gain leadership of the clan; he is known for his ungovernable rages and has killed several thralls in fits of anger. His deep, irrational hatred for Alegar II has driven him to plot rebellion; he has even considered hiring assassins to kill the king. Bjan has made overtures to the valhakars of Arathel and Keiren but neither has given him much encouragement. The members of the thrangaad cannot excuse what they see as the Taareskeld kings' abuse of their clan and will support their lord as long as the survival of the clan is not at stake.

Bjan has sent several of his huscarls to sail with the lord of Quiam on viking raids to hone their fighting skills for when the opportunity comes to take action against the king. Tandir's shipwright is constructing a new longship, the first Clan Verakaar has owned in decades.

Tandir's wealth comes from the sea, primarily cod, halibut, and meat and oil from right whales. Walrus are hunted in summer and traders carry tusks and hides to Geldeheim and the south. Although much of the land is not suitable for growing grain, it does support herds of Orbaalese Longhair cattle.

Hold	Clan	AC	LQ	IH	JH
TANDIR	Verakaar	5,070	0.94	12	115
Aholm	Hjakka	1,340	0.96	3	30
Byn	Turensyn	1,070	0.90	2	24
Eber	Rinda	2,130	0.97	5	48
Feg	Verakaar	2,940	0.94	7	67
Guilnor	Guilna	1,870	0.95	4	42
Hijm	Verakaar	1,600	0.94	4	36
Hoeg	Hoeg	1,330	0.95	3	30
Moljn	Moljn	1,050	0.93	2	24
Norn	Reskaar	3,200	0.95	7	73
Rhyn	Vindak	2,680	0.96	6	61
Takholm	Aalden	2,400	0.95	6	55

An ancient standing stone outside the village of Norn southwest of Tandir is carved with scenes from Ilviran mythology, along with the words, "A ship from the plain has arisen. A ship without sailors or keel." The text is in Old Jarinese, carved in the Khruni script. Two years ago, a wandering Ilviran priest named Rohain of Wyr started to dig at the base of the stone hoping to uncover something more meaningful than these cryptic words. Bjan beheaded the cleric, tossed his head into the pit, and had his men fill it up. The locals avoid the area.

Valhakar Bjan Verakaar

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TAWHEIM [J2]

Jarin Name: Merylom **Population:** 75/510
Holder: Clan Zwaiga **Tribute:** Geldeheim

Tawheim sits at the end of the Ulnfjord and is not easily accessible except by sea. Ships bring everything that the villagers cannot grow or produce in exchange for the silver and copper mined in the mountains south of the thran. This trade has existed for centuries, as evidenced by the old Jarin keep, which was built in 422 on an even more ancient ruin. Since being conquered by the Ivinians in 654, the only thing that has changed is that more of the precious metals go to Ivinia rather than elsewhere on Hârn.

Valhakar Dagaas Zwaiga, 32, is well traveled and intelligent and has brought the customs of many lands to his hall. Foreigners from as far away as Trierzon and Azeryan can sometimes be found here debating philosophy and science, selling their services, or just visiting. Their presence brings culture and learned discussion rarely found in Orbaal. These exotic visitors have captured the attention of Venril Sherwyn, lord of Sherwyn, whose pirates accost ships headed to Tawheim and demand a toll to pass their islands.

Clan Zwaiga, a branch of Clan Zwaig from Seldenbaal, has long sought to avoid intrigue and maintain an independent stance in the fractious politics of Orbaal but the recent actions of Clan Sherwyn have disrupted that. Dagaas now quietly seeks to gather allies in the face of the Sherwyns' aggression. He has an "understanding" with Mikkaar Serewyn, lord of Marby, stemming from their mutual harassment at the hands of Venril Sherwyn. The two valhakars have talked of future cooperation on many fronts but have reached no decisions.

Dagaas' wealth and education set him apart from the typical Orbaalese valhakar. Rather than oppress the locals, he makes clear that everyone in the settlement is valued. An example of his openness is the presence of a company of 20 Jarin militia. Recruited from loyal clans, the men of the company serve as mounted scouts. Although they are better armed and trained than other militia units, they are still inferior to the Ivinian warriors in weapons and capability.

The scouts spend much of their time patrolling the roads to the copper and silver mines to the south. The tribes of the Diaffa gargun nation roam the area and have been known to ambush shipments of supplies to the mines. The scouts hunt the gargun in old ruins, mines, and caves, a dangerous and sometimes fatal business.

Hold	Clan	AC	LQ	IH	JH
TAWHEIM	Zwaiga	4,600	0.89	15	102
Gawl	Erlanger	3,490	0.92	9	78
Quiem	Lorinar	3,130	0.90	8	69
Sekadenn	Seka	2,020	0.90	6	45
Tomin	Tomin	2,390	0.90	7	53
Zuben	Zuben	2,760	0.92	8	61

A small Ilviran temple near Tawheim is home to the *Enclave of the Verdant Pool*. Priests of this small and poorly organized order came to the area centuries ago. In the last century, the order became focused on an aquatic Ivashu often seen in a pool near the temple. Although the creature has been widely blamed for the disappearance of a few unwary Ivinians, this could also be the work of a small but active resistance group that uses the temple as cover for its activities. Despite the gossip, Dagaas seems very tolerant of the Enclave's activities.

Tawheim's Jarin silversmiths and coppersmiths are known for the intricacy of their designs. Special rituals at the temple pool are credited with enhancing their creativity but are also said to carry the risk of adverse mental effects or even madness.

Valhakar Dagaas Zwaiga

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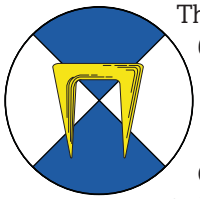
ORBAAL 52

TERYFF [H1] 1

Jarin Name: Teryff
Holder: Clan Sirajud
Population: 40/210
Tribute: Keiren



The small keep at Teryff was built in 606 by the Jarin Prince of Fythael and was home to his clansman Garwen of Darmyd, a notable arcanist and rumored mage. Whatever powers Garwen had proved to be no hindrance to Urgaar Sirajud, an Ivinian skald, warrior, and runemaster who had been outlawed from Rosby in the Kingdom of Govyna. Posing as traveling entertainers, Urgaar and a few companions slaughtered Garwen and the keep's small garrison one night in 660, then brought in the bulk of their men to take the town.

Teryff is now ruled by Urgaar's son Ragnaar, 68, a raider of considerable repute. The keep is in urgent need of repair but Ragnaar prefers to "build ships of wood rather than castles of stone." Of his nine wives, five are war brides from as far away as Altland and Hepekeria. Despite his age and partial lameness from an arrow wound received at the Rape of Thay, Ragnaar is relatively vigorous. He recently married Freyta Haidaar, 17, the granddaughter of the lord of Shese.

Teryff sits along Nojfoden Bay, home to a large population of squid. Many of these creatures are netted and used for bait to catch cod, but some are eaten. There have long been reports of giant squid around Adnorn Island but no sightings by sober and reputable sources.

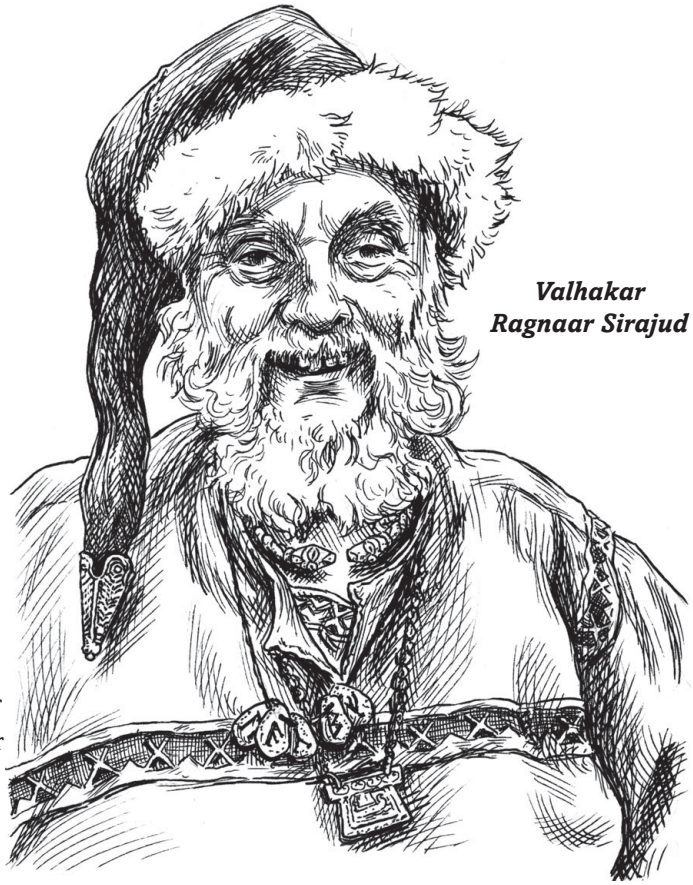
Clan Sirajud is widely respected for having produced a number of talented skalds and mystical runemasters. Many residents of Teryff believe Ragnaar's unmarried sister Asa is a witch. It is said she can look into the eyes of any man and see all his secrets and that a touch from her rune-covered iron rod brings madness and death. She is given a wide berth by Ivinian and Jarin alike.

The keep houses an impressive collection of rune-carved items and even a small library. Asa will show uncharacteristic hospitality to any visiting arcanists. She has initiated Ragnaar's son Ured, his daughter Jyna, and his Hepekerian war bride, Sheyna, into the mysteries of runecraft. Ragnaar himself can perform some simple divinations, such as predicting weather and finding safe routes when traveling.

Ragnaar's son, Virgaar, 18, has inherited his father's love of distant shores. A skald who recently visited Teryff told tales of the voyages of Parlak Algaar, a famed whaler from the Menglanan thran of Orgund. Parlak is one of the few men alive known to have visited the continent of Kamerand. Virgaar now plans to travel to northern Menglana to join Parlak's crew and perhaps bring back a warbride from this exotic land. He seeks companions for this dangerous journey.

Hold	Clan	AC	LQ	IH	JH
TERYFF	Sirajud	1,950	0.97	8	42
Abot	Guber	1,170	0.98	4	25
Heimnok	Sirajud	1,460	0.97	5	32
Jingof	Drakyn	1,270	0.95	4	27
Nuork	Balein	1,370	0.97	4	29
Portok	Guberyn	880	0.93	3	19
Uhson	Sirajud	970	0.95	3	21
Zolok	Zolok	690	0.91	2	15

Many vessels have been crushed against the jagged rocks and cliffs of Cape Alaga and Cape Zola. Jarin fishermen from the village of Zolok recently spotted a boat washed up on a sheltered beach. Other than being upside down, the hull appeared to be mostly intact, although the ship's design was like none the fishermen have seen. From the top of the cliffs, the fishermen could see no sign of her crew or any passengers. There is no path down the cliff to the beach and the rough waters make approaching by sea extremely risky.



Valhakar Ragnaar Sirajud

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THOEN [K1]

Jarin Name: Thoen
Holder: Clan Mordauk
Population: 40/270
Tribute: Sherwyn

Clan Mordauk holds the western part of Kereva Island. Due to infighting and outside attacks, Turvald Mordauk, 26, is the clan's fourth valhakar in less than 20 years. Turvald became valhakar in 714; his selection by the thrangaad was heavily influenced by Clan Sherwyn.

Turvald is well aware of his intellectual limitations and is easily influenced by stronger personalities. Avaarl Ekkart of Kjen has long urged Turvald to rebel against Clan Sherwyn. Although his knowledge of Venril Sherwyn's temper and savagery have made Turvald cautious, he has withheld some of the tribute he owes, citing a "lack of support by the lords of Sherwyn," a saying he adopted from Avaarl. Thoen's Sarajinian priest, Mirodar Tereskaan, has cautioned Turvald against inciting the wrath of the powerful Sherwyns and advised him to resume full payment.

Clan Mordauk's 10 huscarls are experienced and well equipped, even by Orbaalese standards. Most are veteran vikings who survived the Cape Renda disaster. The clan's weakness lies in its militia, an odd collection of youths, fishermen, and shepherds. Even Turvald realizes that these men are better with a sling than a sword.

The clan's sole warboat is in need of major repairs but the shipwright, Turvald's cousin Ghernod, lacks the necessary skills. Compounding the problem, Ghernod's small shipyard was destroyed by a storm last fall. Turvald fears his leaky ship might sink before reaching the nearest shipwright in Kjen. Sherwyn has a much better shipbuilder than Kjen but Turvald fears that putting his warboat in the hands of a shipyard controlled by Clan Sherwyn would give Venril considerable leverage in forcing full payment of the withheld tribute.

Turvald's situation is made more tenuous by the precarious state of his keep. Built by the Jarin in 609 to protect themselves from pirates, it has a single tower and a low palisade. It was easily captured in 657. Venril Sherwyn once called the place "little better than a sheepfold."

Thoen's Jarin raise sheep for wool and meat. A local spring festival brings all the families together to help with the shearing. The settlement also depends on fishing and whaling. Compared to many other Orbaalese thrans, Thoen's Jarin are treated well and Turvald has even lowered the taxes levied by his predecessors. Old habits die hard and some Ivinians still treat the local Jarin with undisguised bigotry.

Hold	Clan	AC	LQ	IH	JH
THOEN	Mordauk	2,460	0.88	8	54
Eljin	Eljin	1,670	0.88	5	36
Likmop	Rynikaar	1,500	0.87	5	33
Niwold	Wold	1,850	0.87	6	40
Tacem	Cayndaar	1,320	0.85	4	29

Small inlets on the north shore of the island are home to whaling camps, where men in towers watch for the whales as they swim close to shore. Once a pod has been located, men row out in open boats to kill the beasts with harpoons. The carcasses are towed back to the camp, where they are rendered for their oil and butchered for their meat. Bone and ivory are also collected to be crafted into useful or decorative objects.

Jarin Bay, which separates the Balaka Islands from mainland Orbaal, is noted for the Bjaka Winds, sudden local westerlies that have sent many unwary seamen to the bottom. The winds are said to be caused by a particularly unpleasant wind demon who dwells on Mount Fyso. Brother Ailbe, a Peonian priest, lives on Nadeg Island. The sole survivor of a ship that wrecked years ago, Ailbe refused rescue and chose to remain on Nadeg to pray for the souls of lost seamen. He maintains a shrine built from the wreckage of ships and bones from bodies washed up on the rocky shores.

Valhakar Turvald Mordauk

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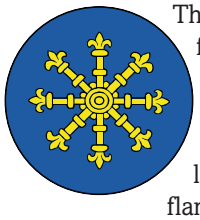
THRAND [H1]

Jarin Name: Loenel
Holder: Clan Trajaka
Population: 55/450
Tribute: Pled



Thrand's keep, one of the oldest fortifications on the Vaagesfjord, was built in 490. It was expanded over the years and eventually had a two-story stone base crowned by a single wooden level. The keep guarded the southern flank of the Kingdom of Cythael until the Ivinian invaders arrived in 670, when it fell quickly to the forces of Clan Trajaka. The damaged tower was never repaired; only the stone levels remain intact and are mostly used for storage. The Ivinians built a thranhold of traditional clanhouses on the higher ground behind the old village.

Valhakar Maalni Trajaka returned from the Rape of Thay in 705 with women and treasure and a rapacious thirst for more of both. When he and his huscarls set out again two years later, their eagerness was dashed by the disastrous storm off Cape Renda. Although many of his men were killed, Maalni survived and returned home a haunted man. Now 45, he drinks heavily to quiet his nightmares and is often too befuddled to leave his hall.

Fearful that Knurri Storzand might see Maalni's drunkenness as a sign of the clan's weakness, members of the Trajaka thrangaad are considering replacing him. The clan's younger men support their elders, arguing for a leader who will lead them on raids and give them chances to win treasure.

Maalni's two Melderyni warbrides are locked in a fierce struggle with his first and fourth wives, who are Ivinian. Each woman maneuvers to gain a stronger position for her sons but the racial lines have forced them to ally against each other to survive.

Aylen, the sister of Maalni's fourth wife, Thorgunna, recently arrived in Thrand. The sisters are originally from Seldenbaal, where Aylen trained at Beleka to be a knight of the *Order of the Crimson Dancer*. She was assigned to Quimen last year but fled after her lover was murdered. She refuses to discuss her earlier life but has renounced the Agrikan faith. Aylen, 26, has demonstrated considerable martial skills and Thorgunna seeks a place for her as a huscarl. Aylen is also considering exploring Hârn as a mercenary to get farther from the order.

Adding to the thrangaad's concerns is the thranaal's position between the feuding clans in Pled and Vaagel. Worried that they might find themselves living in a battlefield should one side or the other attack, some on the thrangaad want to repair the old tower and improve the thran's defenses. As Maalni has repeatedly overruled them without explanation, some have begun to believe that he welcomes death.

Hold	Clan	AC	LQ	IH	JH
THRAND	Trajaka	4,030	1.01	11	90
Banok	Banok	2,350	1.00	6	53
Deliholm	Taamel	1,900	0.99	5	44
Tabern	Tabern	2,910	1.01	8	65

Much of Thrand's wealth comes from the furs of animals trapped in the mountains. The rich pelts of bear, wolf, and ermine are shipped down to Geldeheim and sold at the great annual Fur Fair to merchants headed to Kaldor, Rethem, or ports on the Lythian continent.

These prizes are won at a cost. Every year a few trappers go into the mountains and are never seen again. Stories of ghosts and spirits are told around the hearth fires but these do little more than scare children. Tales of gargun raids are given more credence, for all know that the Foulspawn live not that far away.

The gargun, mostly Araki, come from lodges scattered about the southern part of the peninsula, where they plague hunters and travelers along the trail between Thrand and Ebein. They rarely come as far north as Thrand but often attack isolated clanholds. One gargun attack on Thrand in 708 was particularly devastating, as the number of Clan Trajaka's huscarls had been greatly thinned at Cape Renda.

Valhakar Maalni Trajaka

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THURSA [I1]

Jarin Name: Clymyn
Holder: Clan Sardosk
Population: 45/375
Tribute: Zuden

Thursa sits at the rock-strewn mouth of the Kjenfjord. According to local legend, the former Jarin lord secreted his clan's treasure in a sea cave among the rocks before the settlement fell to the Ivinians; the Staff of Ormanoam, a powerful religious artifact, is said to be among the riches. The legend claims that "two and twenty" men must die seeking it before the treasure will be found. Most of the sea caves are flooded at all but the lowest tides and the area's unpredictable winds make the rocks especially treacherous; the tale has led to the loss of at least 20 lives.

Although dangerous, the rocks make for excellent fishing grounds. Eels and shellfish are particularly plentiful among the rocky nooks and crannies. The area is noted for a particular variety of crab known as the Clymyn Black; its light, sweet meat is in high demand and widely exported after being dried or salted.

Valhakar Caadern Sardosk, 31, is a dangerous man and more interested in personal power than in fabled treasures. He was elected valhakar in 719 after his uncle, the previous clanhead, choked on a piece of meat. Caadern's election was helped by the sudden, violent deaths of his closest rivals.

Among these rivals was Caadern's cousin Holgar Sardosk, whose son Brega was subsequently given the clanhold of Heimlund. Although Brega personally benefitted from Caadern's rise to power, he has privately vowed to avenge his father's death. Brega is 19 and inexperienced at intrigue but he understands that his survival is dependent upon allaying Caadern's suspicions. He plays the happy fool but his jocular and compliant demeanor hides a scheming mind.

Thursa's small but stout stone keep was constructed in 538 and suffered little damage when Clan Sardosk invaded in 653. The Sardosks demanded, and received, tribute from the Jarin villages along the coast and the Zudenfjord. However, they were no match for the warriors of Clan Ruindael, who took Abaymyr and the surrounding villages in 657. The Sardosks now grudgingly pay tribute to Zuden but Caadern vows to one day take the lands he believes should have been his.

Although he claims to be a devout Sarajinian, Caadern has encouraged the construction of a small Agrikan temple nearby. Several of his clansmen suspect this has much to do with the attractive and persuasive Dialla of Trusk, an envoy from the *Order of the Kukshin* at Geldeheim. Caadern has given Dialla a room in the keep while she oversees the construction work, a development that has infuriated his three wives.

Hold	Clan	AC	LQ	IH	JH
THURSA	Sardosk	3,300	0.94	9	75
Hamon	Hamon	2,750	0.97	6	62
Heimlund	Sardosk	2,480	0.97	5	56
Sesholm	Indaasyn	2,070	0.95	5	47
Talis	Talis	1,370	0.95	3	31
Vegene	Vegen	1,790	0.96	4	41

This situation is being watched closely by Laukna Sirajud, a shieldmaiden serving as huscarl to Caadern. A warrior of some repute, Laukna mentors and trains other young women in the area wishing to become shieldmaidens. She is deeply wary of the Agrikan women, suspicious that their ultimate goal is to somehow suborn the Ivinian tradition. She confides her concerns and observations with her own mentor, Sigrynn Ruindael, whenever she visits Zuden.

Valhakar Caadern Sardosk

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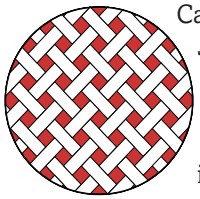
ORBAAL 56

UTERA [H1]

Jarin Name: Vithiel
Holder: Clan Laksit
Population: 70/745
Tribute: Keiren



Caer Vithiel was built in 564 as part of the Jarin kingdom of Fythael. The keep was captured by Horvald Laksit in 672 after a three-month siege and renamed Utera. Horvald, now 80, is growing senile and is unlikely to live through the year. The most likely successor is Ervald, his second son, although many clansmen prefer Turfir, the son of Horvald's eldest son, Kirlak, who perished in the Cape Renda disaster; the men respect each other.

Utera produces both wheat and barley but is not known for the quality of its beer. Despite many naysayers, Turfir dreams of exporting beer to the rest of Orbaal. He recently hired Joep, a brewmaster from Chelemby, to improve the local product. Joep plans to introduce a variety of hops from his native land but is having trouble getting the crop to grow.

As with other Orbaalese settlements, the sea provides a substantial portion of the food supply. The fishermen of Utera net and smoke large numbers of Hârnic Sprat, also known as brisling, from the schools that visit the Umenfjord each spring.

Lake Ruon in the mountains nearby is said to be home to the Ulac, a monster from Jarin legend that is said to lure travelers to their death with it's keening song. The town's Ilviran cleric, Tylach, baptizes his followers in the sanctified mud of a bog near the lake. The odd tracks often seen in the mud are widely believed to be those of Ivashu emerging from the lake. Nonetheless, fishermen travel to the lake with sleds and skis in winter to fish trout from holes cut in the ice.

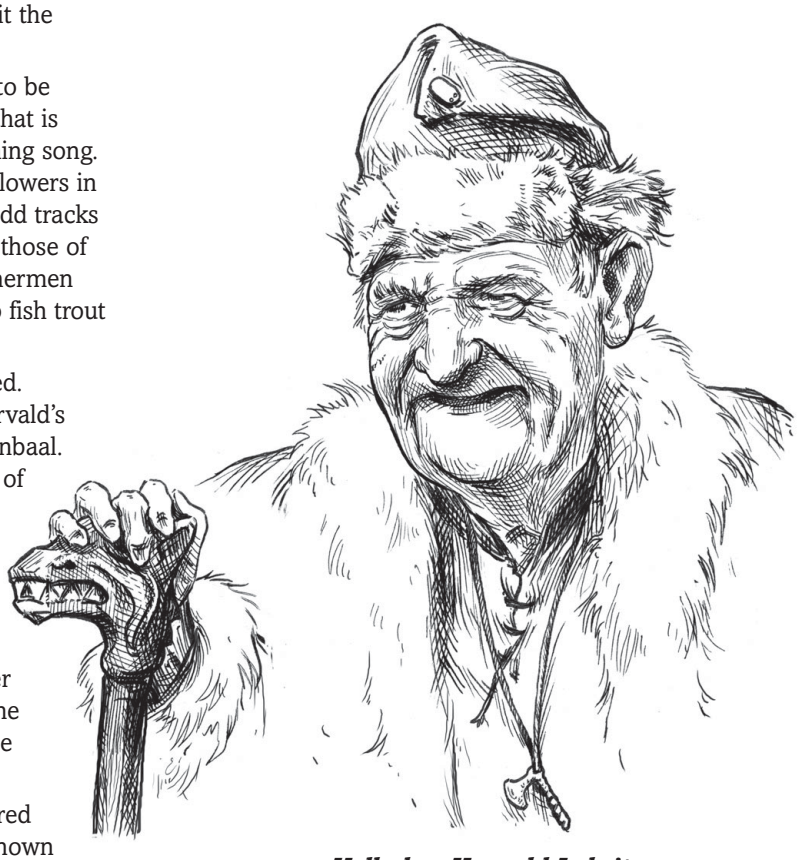
Clan Laksit's three thrans are all well fortified. The Ivinian population is small and three of Horvald's huscarls are young men from Fuhreling in Seldenbaal. A small resistance group calling itself the "Sons of Murach" recently ambushed and killed a dozen members of Clan Esax traveling between their thran and Utera.

Last autumn, a young Jarin peasant named Eirscon uncovered a large rune-carved stone slab and a handful of badly corroded silver disks while plowing his field. Not knowing who he could trust with helping him explore it further, he has kept his find a secret from his neighbors.

Although fruit trees fare better in the sheltered inner fjords of Orbaal, the clanhold of Esax is known for its orchards. Their bounty is attributed to Peral of Apfell, who was captured by clanhead Orstein Esax during the raid on Thay in 705 and brought to Utera as a thrall. Orstein was impressed by the cider Peral could produce and soon placed him in charge of the thran's orchards. Peral, a Fyvrian Shek-Pvar educated at Gelimo, is 58 and believes he is too old to attempt an escape; he has come to accept his station in Utera.

Hold	Clan	AC	LQ	IH	JH
UTERA	Laksit	6,480	0.98	14	149
Esax	Esax	2,880	0.96	6	66
Finholt	Pordaan	5,040	0.99	11	116

Horvald Laksit abducted his fourth wife, the daughter of a minor knight from Trierzon, almost 40 years ago. Gelon Sarkile, a Laranian priest who had been escorting the girl, was left for dead but remembers Horvald by a distinctive golden replica of Fakang, Sarajin's battleaxe, worn around his neck. A few years ago, Gelon saw the same piece of jewelry when Horvald's son Ervald visited Areshomes. The priest, now 75, is settling his affairs at home before embarking on his last quest to find and kill Horvald Laksit.



Valhakar Horvald Laksit

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VAAGEL [H2]

Jarin Name: Twaelar **Population:** 60/395
Holder: Clan Karolaan **Tribute:** Geldeheim

Vaagel is one of the wealthiest thranaals in Orbaal. Metal from numerous mines and furs from the nearby mountains are shipped through its port, as is produce from the fertile fields.

Before 670, Twaelar was a small independent principality. The plentiful fish in the Jarig River kept everyone well fed and the settlement prospered by trading minerals and furs. In 665, Ragnvor Karol fought alongside Jarl Storzand at the taking of Cythael (now Pled). Ragnvor returned home to Jarenmark with a war bride and much loot. In 670, he led a branch of Clan Karol back to Hârn, capturing Twaelar and renaming it Vaagel. Within four years, the new Clan Karolaan and its allies controlled most of the Jarig Valley. Ragnvor let his allied clans claim the keeps at Aaldem and Daasen but kept all the mines in the valley for himself, using the wealth to build a stone castle in 690.

After Ragnvor died from pneumonia he caught while pursuing Jarin rebels in the winter of 703, his son Halvor was named as valhakar. A brilliant strategist, Halvor was instrumental in planning the raid on Thay in 705. He was a close friend to Hagined Taareskeld, the eldest son of King Alegar I, who perished at Cape Renda in 707. Halvor suffers from epilepsy but this is not widely known. He secretly believes his affliction is Sarajin's punishment for some past breach of the Ljarl.

Now 48, Halvor desires to see a unified Orbaal, a sentiment not shared by most other clans. He has been unable to keep the peace with his neighbors at Pled. In 716, Usrin Storzand, the valhakar's son, was crippled in a hunting accident while visiting Vaagel. Halvor's offer of wergild was refused. Knowing that the Storzands are plotting something, Halvor is considering a preemptive attack on Pled.

The great copper mine east of Aaldem is known as the "Pit of the Night Dwellers." The ancient Khuzan mine is rumored to connect with the Gargu-kyani colony at Amekt, which was also mined by the Khuzdul. Halvor plans to send teams into the mountains to search for other abandoned mines and possible Khuzan wealth.

The Karolaans maintain an impressive number of huscarls and warships. The men are well armed and well trained. Halvor has huscarls from Chelemby and Harbaal and has used these men to build political connections with clans in those kingdoms.

Hold	Clan	AC	LQ	IH	JH
VAAGEL	Karolaan	3,520	1.05	12	79
Aber	Aberryn	1,760	1.03	5	39
Asun	Thajelyn	2,860	1.03	7	64
Copen	Copen	1,540	0.98	3	34
Dalis	Dalisyn	3,080	1.04	7	69
Elisund	Karolaan	1,980	1.04	5	44
Gonehol	Koenda	2,200	1.05	6	49
Linholm	Pelstrom	2,420	1.01	6	54
Nisep	Karolaan	2,640	1.06	7	59

The local midwife and healer, Rianne of Ovain, operates a safehouse for the Jarin resistance. She lives with her daughter Awynn, 20. Their appearance could hardly be more different. Rianne is short and redheaded, with freckles and an ample bosom. Awynn is tall, pale, and dark haired. All Rianne will say on the matter is that the girl "takes after her father."

There are Jarin coppersmiths in Vaagel and nearby settlements. Their trade doesn't require a large forge and many work alone from their homes making jewelry, small figurines, and cookware. Some of these objects are exported to Geldeheim or sold to traveling peddlers.

Valhakar Halvor Karolaan

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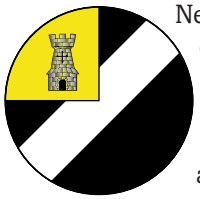
ORBAAL 58

VOLD [G2] 1

Jarin Name: Nemeryn **Population:** 50/355
Holder: Clan Maaren **Tribute:** Arathel



Nemeryn was the last Jarin keep captured during the Ivinian invasion. Its Jarin lord thought he was being cunning when he bribed the Ivinians to stay away but his rich incentives only encouraged the avaricious northmen.

In the summer of 676, a boat of Menglanans rowed into Nemeryn's harbor. They disembarked with no weapons drawn and hailed the hiding Jarin. The Ivinians, a branch of Clan Maar, claimed to be looking to trade for amber. Having traded with this clan before, the Jarin let down their guard. After reaching a favorable arrangement, the Jarin lord feasted with his new "friends," who repaid this generosity by falling upon their hosts; the ruling clan was slaughtered to the last man.

The keep, built in 593, has many features that should have made it easy to defend had the Jarin not invited their doom across the threshold. A cistern in the courtyard is lined with lead and leak-proof; it holds enough water to supply the keep's defenders for a full month. The invaders built their longhouses around the keep and erected earthen ramparts for protection.

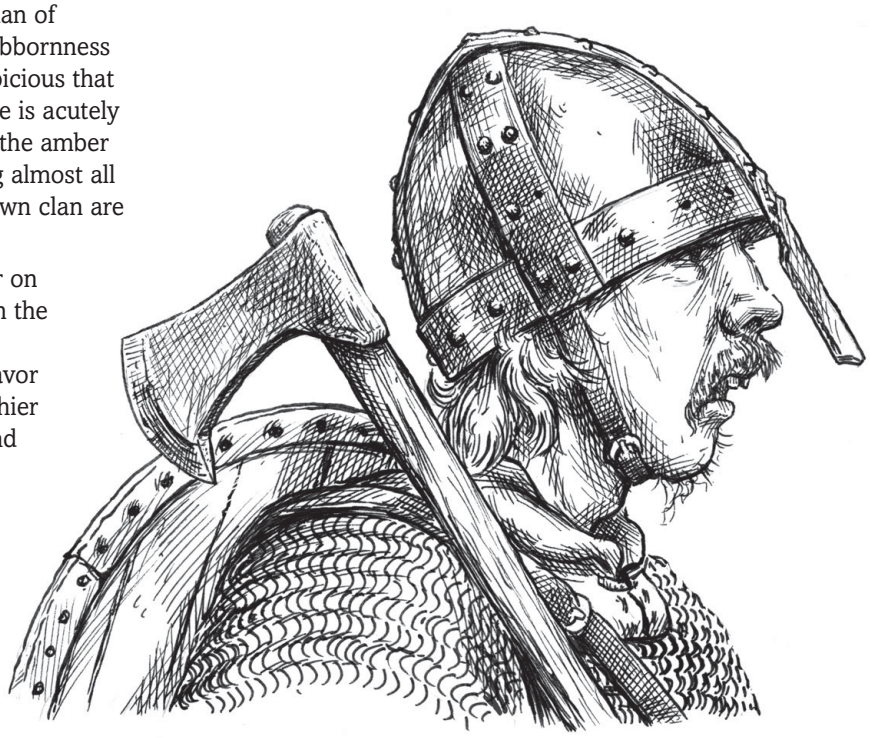
Unlike his father, who orchestrated the taking of Nemeryn, Valhakar Thurrl Maaren, 39, is a man of limited vision and intelligence. He has the stubbornness typical of an ignorant man and is always suspicious that others are trying to take advantage of him. He is acutely paranoid that others seek to wrest control of the amber mine at Febenheim. In addition to mistrusting almost all merchants, Thurrl suspects members of his own clan are conspiring against him.

Vold sits at the mouth of the Feben River on Aderham Bay. Its people catch fish and seal in the bay. Large salmon from the Feben River are smoked or air-dried. Their particularly rich flavor makes them a favorite at the kingdom's wealthier tables. The salmon roe is smoked or salted and sold throughout the kingdom.

Most of Vold's wealth, however, comes from the interior. Hârn's only amber mine is at the village of Febenheim; its open pit can yield stones the size of a child's head before they are cleaned. Amber from other sources, such as that traded from the Ymodi or combed from beaches and river banks, tends to be found in much smaller lumps. Merchants trade for the gemstones under the watchful eyes of Thurrl's huscarls in the courtyard of the keep.

Hold	Clan	AC	LQ	IH	JH
VOLD	Maaren	3,160	0.95	10	71
Asam	Fjaon	2,560	0.97	6	59
Balheim	Megela	2,410	0.93	5	55
Febenheim	Arlekaar	2,040	0.98	4	46
Menol	Yalins	1,860	0.95	4	42
Monilor	Loask	2,220	0.94	5	50
Polis	Maaren	1,490	0.95	3	34
Povut	Maaren	1,670	0.96	4	38
Tusab	Tusa	1,120	0.95	3	25

Despite these natural resources, few traders regularly stop at Vold. The thranaal's products are usually shipped to market in Geldeheim or Arathel. The mercantyler clans of Wethom and Vold seek to open a trail to connect their settlements to Pethwys. Not only would this provide access to the Fur Road, it would also avoid the time and taxes incurred by shipping goods through Geldeheim. A few routes are under consideration. Little consideration has been given to the king's reaction or to what the gargun of Pujet will think of the extra traffic through their hunting range. Their immediate obstacle is convincing the stubborn valhakar to do something this innovative.



Valhakar Thurrl Maaren

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WETHOM [G2]

Jarin Name: None
Holder: Clan Kyrodwe
Population: 50/320
Tribute: Arathel

Wethom is Orbaal's newest thranaal, established when Ydraan Kyrodwe led a group of settlers from Arathel in 705. Ydraan, 51, is Tursi Cyeen's second cousin and founded his clan in a peaceful parting with the Cyeens. He is a bold and adventurous man, the perfect type to lead the establishment of a new settlement.

Sea otter pelts from Morvilya Bay are Wethom's main source of wealth. Some otters are captured and skinned by men from the thran but others are received in trade with Ymodi tribesmen. Whale and fish are harvested from the cold waters for their oil and meat.

Iron is mined in the mountains east of the village of Kaled and the heavy ingots are shipped to Arathel. Skilled craftsmen, including timberwrights, coopers, metalsmiths, and chandlers, support the miners from their shops in Wethom.

Like the Cyeens, the Kyrodwes have some Jarin blood. Wethom has a higher percentage of free Jarin than other Ivinian-held settlements in Orbaal and its Jarin residents are afforded almost equal rights with the Ivinians. A company of Jarin militia patrols the village and its outer fields.

Even the construction of the thran represents a cultural fusion, taking the shape of a typical Ivinian thran but with a small stone keep at its center. The keep is the pride and joy of stonemason Koggi Leifersen, who likes to claim he carved the fortification from the very bones of the mountain. His boasts aside, Ydraan has been impressed with Koggi's work and has commissioned him to work on the gatehouse. Koggi has designed an impressive edifice that would take many years to complete.

The thran lacks the hints of rebellion that plague other settlements. Instead of plotting ambushes and assassinations, Jarin clanheads debate matters in a council. Valhakar Ydraan respects the Trehaen and often seeks his advice.

Ydraan has sought to establish good relations with the tribes south of the Peliryn River. The Ymodi are a good source of amber and jade. Since the establishment of the thran, Ydraan and other Ivinians have employed Ymodi warriors as scouts or auxiliary troops to guard against gargun and Equani. The tribesmen are paid in metal goods and weapons, a dangerous practice.

Hold	Clan	AC	LQ	IH	JH
WETHOM	Kyrodwe	2,830	1.01	10	64
Felinor	Bosak	2,400	1.01	5	54
Hawys	Herta	2,120	1.01	4	48
Kaled	Kaled	2,970	1.03	6	67
Lepinor	Gelorsyn	1,280	0.99	3	29
Quilmor	Kyrodwe	2,560	1.04	6	58

With the relative peace in the area, Ydraan is looking to expand his holdings. Taking his lead from Tursi Cyeen, he plans to claim the hills between Wethom and the Pelirynfjord. Mindful not to disturb his Ymodi neighbors, he intends to place colonies where they could help fortify his southern flank against the Equani. So far, the Ymodi chiefs have not agreed to allow any new settlements but are considering the situation carefully. Ydraan is assembling a party to take gifts to influence the chiefs.

Lately, the tribesmen have reported a strange and terrible beast flying from the cliffs that line the southern edge of Pelirynfjord. They say an eagle with the body of a lion came with a great storm at the end of last winter and is now preying on wild game in the area. If the beast starts terrorizing his villages, Ydraan knows he'll need to have some men hunt it down.

Valhakar Ydraan Kyrodwe

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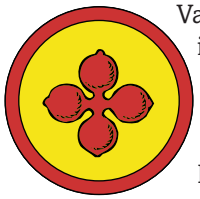
ORBAAL 60

ZUDEN [I1]

Jarin Name: Abaymyr **Population:** 60/445
Holder: Clan Ruindael **Tribute:** Geldeheim



Valhakar Bjaal Ruindael, 43, is the latest in a long line of skilled master seafarers. He is frequently absent from his home, traveling widely and trading as far as the Venarian Sea. Although his brother Bjan nominally rules in his absence, it is commonly understood that Bjaal's second wife, Sigrynn, is the true power at Zuden. The willful Sigrynn, a former shieldmaiden, is fiercely protective of the clan's interests and ruthless with those who cross her.

The Jarin rulers of Abaymyr built a stone keep in 526 atop an earlier hillfort. The settlement paid tribute to the Ivinian conquerors of Thursa for a few years before being attacked in 657 by a junior branch of Clan Ruinda from Seldenbaal. Bjaal's grandfather expanded the fortification into a motte-and-bailey castle in 688. Bjaal has added to the harbor's defenses by erecting several sets of sharpened pilings below the low-tide line in key areas. Construction of a new dock is underway.

The recent marriage of Bjaal's daughter Staisa to Mikkaar Serewyn of Marby has caused marital strife in Zuden. Sigrynn wished to have the young and athletic Staisa follow in her footsteps as a shieldmaiden. On one of his brief visits home, however, Bjaal arranged the marriage as a way to cement an alliance on his eastern flank, with the additional understanding that Mikkaar would pressure his tributary at Antir to curb the activities of the wreckers. Bjaal then left on another voyage the day after the wedding. Sigrynn is furious that her wishes were ignored and privately feels that Mikkaar isn't strong enough to merit her daughter's hand.

The settlement is home to an extremely well-respected Trehaen named Rodryk of Sethmael. Rodryk is nearly a century old and Jarin from throughout the region have been known to travel great distances to consult him on matters of law and tradition. The old man is left to his own devices by the Ivinian residents, who are under orders from Bjaal that no harm comes to him.

Zuden's Jarin inhabitants are relatively well treated. Bjaal is largely disinterested in the day-to-day administration of his holding and is content to leave the oversight of the village to Crystan of Taesbyl, the Jarin reeve. Crystan is respected by the local Jarin because he is a tireless advocate on their behalf. He is unfailingly polite to Sigrynn and has built a good working relationship with Clan Ruindael, who have come to trust his judgment.

Hold	Clan	AC	LQ	IH	JH
ZUDEN	Ruindael	3,970	0.95	12	89
Bonane	Bona	2,090	0.96	5	47
Cade	Ruindael	1,670	0.94	4	37
Duwen	Sudelaar	1,460	0.94	4	33
Erem	Gunnar	1,250	0.96	3	28
Kineheim	Kine	2,920	0.94	8	66
Skily	Skily	2,500	0.95	6	56
Vusom	Gurta	2,710	0.96	6	61
Vutos	Ruindael	2,290	0.95	5	51

Additionally, Bjaal has accepted several of the more skilled Jarin sailors as crew on his trading voyages. Some of these men have become wealthy as a result, which has further improved the atmosphere in Zuden.

This wealth is not without its risk, however. Stories of these sailors are told in Jarin alehouses throughout Orbaal. At least two different resistance groups are planning to murder them as examples to other would-be collaborators. Eamonn of Sleint, a member of the Cheyn Mhic Cainte from Gedan recently came to Zuden masquerading as Mykkel of Wyllams, a journeyman tanner from Leriel. Eamonn has befriended the family of one of the wealthy Jarin sailors and means to murder them all when the man returns from his latest voyage.

Valhakar Bjaal Ruindael and his wife Sigrynn

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ZYNHOLM [H2]

Jarin Name: Zynwenta **Population:** 40/385
Holder: Clan Saargax **Tribute:** Geldeheim

The thran at Zynholm sits on the east shore of Geldes Bay and provides a safe haven for ships unwilling to risk the Raze Rocks in bad weather. The little village is known for its mussel trade but also for the harsh oppression of its Jarin inhabitants. It is ruled by Melvold Saargax, 26, a ruthless valhakar whose policies toward his Jarin subjects have earned him the nickname "the Viper."

For centuries, Zynwenta was part of the principality of Caerwynth. After a trade dispute with the Jarin Prince of Lethwyn (now Geldeheim) in 587, the wooden keep was destroyed to prevent rebellion. This lack of fortification left the settlement defenseless when Clan Taareskeld invaded in 675. In 677, Hagined Taareskeld charged Aldar Saargax to build a new fortified thran on the site to guard the mouth of the Geldesfjord. The rampart and palisade now enclose the clanhouses of the valhakar and most of the Ivinian residents.

Melvold is related to King Alegar II by marriage and frequently visits his hall. When in Zynholm, Melvold is frequently in the counsel of Kildarn Sweryn, the priest at Zynholm's Sarajinian temple and the cousin of Geldeheim's head priest. Kildarn has urged Melvold to ban Ilviran religious practices but the valhakar knows that such a move would be politically charged.

Melvold would like to press his suit for the hand of Rulyne, the beautiful daughter of Myrvolde Gydasael, the lord of Ebein, but cannot afford her steep brideprice. Rulyne has shown a lack of interest in Melvold and other suitors and has declared that she wishes to join the *Order of the Crimson Dancer*. Melvold has begun a subtle campaign of disparaging the Agrikan fighting order in an attempt to persuade Myrvolde to forbid his daughter from leaving the religion of her culture and have her marry him instead.

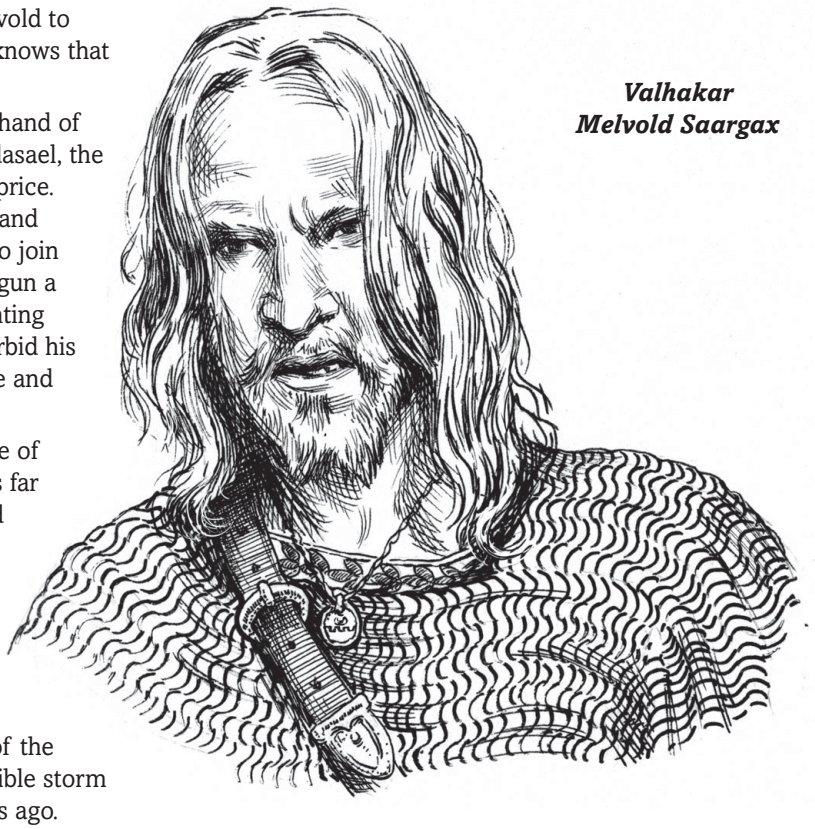
Although Melvold cannot pay the brideprice of the most desirable woman in the kingdom, he is far from a pauper. The thran produces furs, smoked and salted fish, and other basics that sell well in Geldeheim and other markets. In the extensive beds a little off shore from the thran, mussels are grown on ropes that the Jarin clans have suspended from poles driven into the seabed.

The largest and best mussels are found growing on the timbers that mark the remains of the Taareskeld fleet that sank off Zynholm in a terrible storm while returning from a viking raid many decades ago.

Hold	Clan	AC	LQ	IH	JH
ZYNHOLM	Saargax	3,340	0.89	8	77
Dagholm	Dagg	2,090	0.92	4	48
Hoen	Hoensyn	1,530	0.88	3	35
Jerni	Elgensyn	1,120	0.86	2	26
Pesraal	Pesraal	1,670	0.78	3	38
Taaler	Taaler	1,950	0.88	4	45
Vaasraal	Vaasraal	980	0.80	2	22
Vyrholm	Anakaar	1,250	0.84	3	29

Most locals say the treasure was all recovered years ago but others believe there is more to be found.

The Jarin resistance group called the Ghosts of Zynwenta holds secret meetings in the woods under the cover of Ilviran religious services. Led by Lewen, the village reeve, Zynholm's Jarin are covertly preparing for rebellion. Small resistance cells have been set up so that no single man can reveal all those involved, not even Lewen himself. They can muster more than 300 men fit for battle from across the thranaal. Although weapons have been smuggled in, the men have little training and less experience in battle. There is much work to do before the fires of rebellion can be lit.



Valhakar Melvold Saargax

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ORBAAL 62 SETTLEMENT INDEX

The following is an alphabetical list of all settlements listed on the previous pages. To obtain specific political and economic data, find the settlement in the left column, note the name of its corresponding major settlement, and then refer to the list on the page for that major settlement.

Aafern..... GYFYN
Aarnholm..... FJAGA
Aber..... VAAGEL
Abot..... TERYFF
Adhein..... QUIAM
Aholm..... TANDIR
Alenheim..... KEIREN
Alred..... LORKIN
Anakaryn..... GELDEHEIM
Asam..... VOLD
Aselt..... SHERWYN
Asun..... VAAGEL
Axfeg..... LORKIN
Axsult..... GYFYN
Azou..... PYBERG
Balheim..... VOLD
Banok..... THRAND
Beden..... LERIEL
Belad..... MARBY
Bernheim..... GELDEHEIM
Bonane..... ZUDEN
Borhein..... LERIEL
Bostad..... ASAX
Brenlyn..... QUIMEN
Buorn..... ANTIR
Burodag..... PYBERG
Byn..... TANDIR
Byrn..... SHERWYN
Cade..... ZUDEN
Caerol..... GWAERYN
Chien..... LORKIN
Copen..... VAAGEL
Dagholm..... ZYNHOLM
Dalenst..... KJEN
Dalinheim..... DAASEN
Dalis..... VAAGEL
Daljom..... ANTIR
Delby..... EBEIN
Delenar..... PYBERG
Deliholm..... THRAND
Delinheim..... PJAGEL
Delix..... PLED
Delmon..... QUIMEN
Dergen..... FJAGA
Deriel..... LERIEL
Destheim..... PLED
Duwen..... ZUDEN
Eber..... TANDIR
Ebonheim..... ASAX
Eigen..... SHIEN
Ejaheim..... GYFYN
Ejhag..... MARBY
Elfwyn..... ARATHEL
Elgen..... GELDEHEIM
Elinthorn..... LERIEL
Elisund..... VAAGEL
Eljin..... THOEN
Elnig..... QUIAM
Elrod..... LORKIN
Emant..... LORKIN
Emhots..... PLED
Enon..... MARBY
Erem..... ZUDEN
Esax..... UTERA
Fafird..... LORKIN
Febenheim..... VOLD
Fedcil..... PJAGEL
Fedhut..... ARATHEL
Feg..... TANDIR
Fegyn..... LERIEL
Felinor..... WETHOM
Finholt..... UTERA
Fjorn..... EBEIN
Fornin..... SHERWYN
Fuhra..... KEIREN
Gawl..... TAWHEIM
Geldwol..... ARONE
Gelor..... ARATHEL
Genheim..... PJAGEL
Gilinon..... ANTIR
Goaway..... PLED
Gonehol..... VAAGEL
Gowys..... PETHWYS
Guilnor..... TANDIR
Haden..... LORKIN
Hamon..... THURSA
Hankok..... LORKIN
Haoneheim..... ARONE
Hapelund..... KEIREN
Hawys..... WETHOM
Hedek..... PLED
Heimelin..... AALDEM
Heimet..... PETHWYS
Heimlok..... PJAGEL
Heimlund..... THURSA
Heimnok..... TERYFF
Helnby..... MARBY
Hem..... MUL
Herton..... ARATHEL
Hijm..... TANDIR
Hiln..... PLED
Hjaen..... GELDEHEIM
Hoeg..... TANDIR
Hoen..... ZYNHOLM
Huls..... LERIEL
Jalon..... HJAEL
Jerni..... ZYNHOLM
Jingof..... TERYFF
Kaerheim..... GYFYN
Kaled..... WETHOM
Kem..... MARBY
Kineheim..... ZUDEN
Kom..... KEIREN
Konig..... EBEIN
Kreg..... PYBERG
Kurinheim..... SHERWYN
Laaryn..... SHIEN
Ladek..... PYBERG
Lenud..... HJAEL
Lepinor..... WETHOM
Liberheim..... GELDEHEIM
Likmop..... THOEN
Linholm..... VAAGEL
Linon..... SHERWYN
Lomheim..... PYBERG
Lorin..... KJEN
Mekuf..... MARBY
Melys..... SHESE
Menol..... VOLD
Menrose..... LORKIN
Mideg..... DAASEN
Miliholm..... PYBERG
Mincn..... ARONE
Moljn..... TANDIR
Monilor..... VOLD
Monisheim..... MARBY
Monthel..... LERIEL
Morynheim..... SHERWYN
Mulin..... MUL
Nisep..... VAAGEL
Niwold..... THOEN
Noriel..... LORKIN
Norn..... TANDIR
Nulwy..... DAASEN
Nuork..... TERYFF
Orp..... LERIEL
Ostenheim..... ANTIR
Pergen..... GELDEHEIM
Pesraal..... ZYNHOLM
Pethorn..... PETHWYS
Polis..... VOLD
Portok..... TERYFF
Povut..... VOLD
Pylsia..... ARONE
Quasede..... AALDEM
Quiem..... TAWHEIM
Quilmor..... WETHOM
Quolden..... QUIMEN
Rhyn..... TANDIR
Ronly..... ARATHEL
Rynik..... KJEN
Sahel..... PETHWYS
Sekadenn..... TAWHEIM
Seldholm..... GELDEHEIM
Seliby..... MARBY
Sesholm..... THURSA
Sheljab..... KJEN
Silyns..... ARATHEL
Skily..... ZUDEN
Sleheim..... QUIAM
Soxax..... ARONE
Sverborg..... SHIEN
Swey..... FJAGA
Taaler..... ZYNHOLM
Tabern..... THRAND
Tacem..... THOEN
Takholm..... TANDIR
Talenheim..... KJEN
Talis..... THURSA
Tanob..... AALDEM
Thenul..... GWAERYN
Thorog..... PYBERG
Tomin..... TAWHEIM
Tonheim..... LORKIN
Tonil..... KEIREN
Tosage..... PETHWYS
Turenborg..... FJAGA
Tusab..... VOLD
Tyber..... QUIMEN
Uhson..... TERYFF
Vaasraal..... ZYNHOLM
Vakem..... GELDEHEIM
Vegene..... THURSA
Vorten..... SHESE
Vusom..... ZUDEN
Vutos..... ZUDEN
Vyrholm..... ZYNHOLM
Wust..... SHERWYN
Wyls..... GWAERYN
Zoen..... SHERWYN
Zolok..... TERYFF
Zuaxlund..... MUL
Zuben..... TAWHEIM
Zynbern..... GELDEHEIM

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ORBAAL

KINGDOM MODULE

Orbaal, a fractious kingdom in Hârn's wild north, is a land of mountains and fjords. A land where the rebellious Jarin, beaten but not broken, chafe under the rule of Ivinian viking warriors. Around 8,000 Ivinian conquerors hold almost all of the kingdom's fortresses and rule over 65,000 Jarin. A major rebellion erupted less than 20 years ago and considerable tension still smolders between the two cultures, encouraged by an active but disorganized Jarin resistance.

The region is also home to two human semi-nomadic nations, the Anoa and the Ymodi, both of which have Jarin blood. These tribesmen have withstood the previous Jarin lords and current Ivinian invaders, frequently bloodying the noses of any would-be overlords.

The Jahl Mountains shelter several tribes of gargun and other dangerous creatures, including yelgri, ivashu, and even dragons; travel there is hazardous.

Orbaal is an exciting kingdom for your Hârn campaign. The unstable political and cultural environment provides many adventure opportunities for your PCs.

The ***Kingdom of Orbaal*** module is supplemented by other Columbia Games publications, including castles, keeps, atlas maps, and adventure sites that provide a variety of opportunities for role-playing enjoyment.

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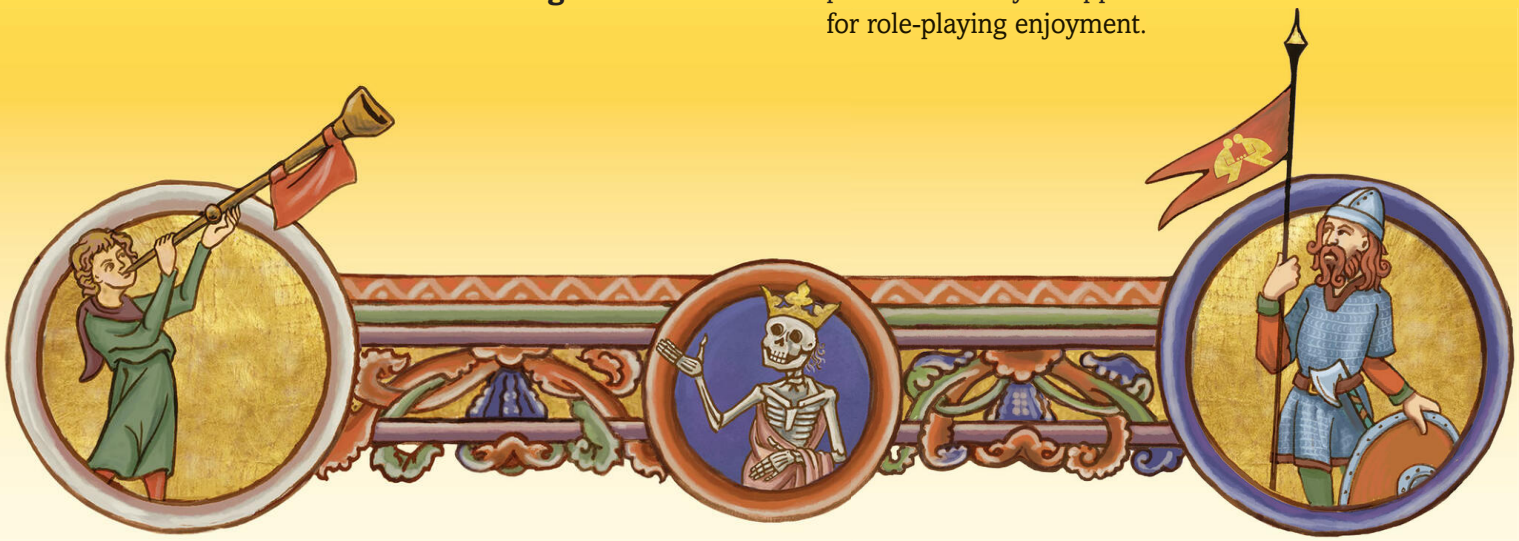
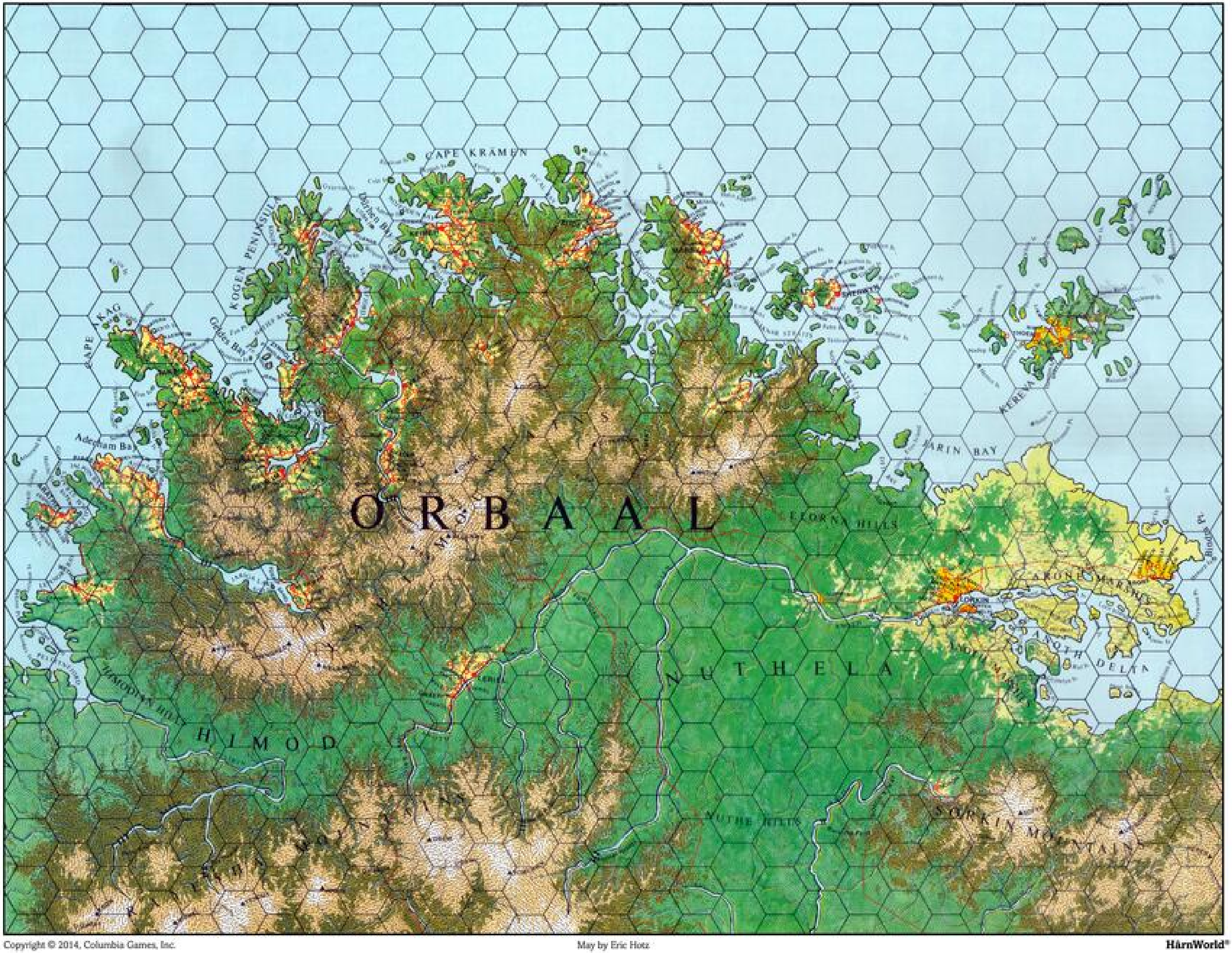


One Hex = 5 Härnic leagues (approx. 12.5 miles or 20 km)



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Map by Eric Hotz

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